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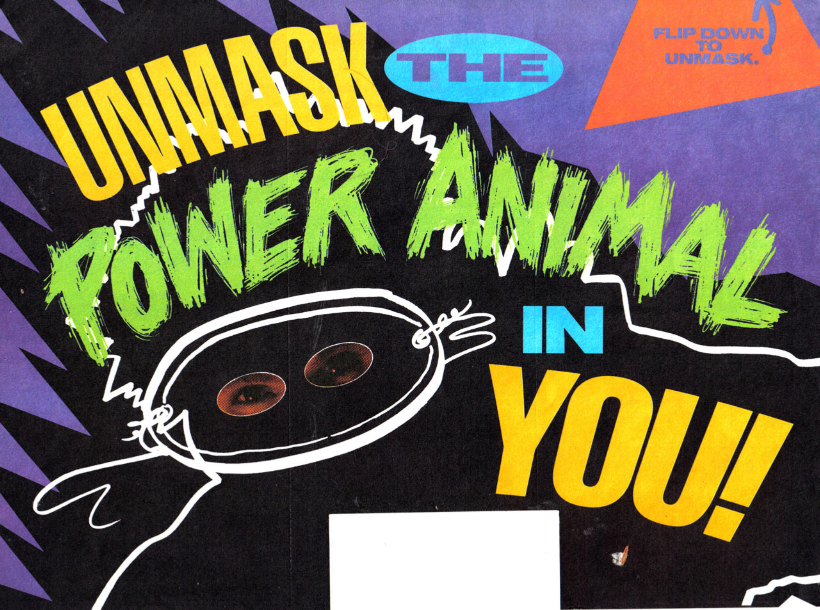

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NINTENDO POWER®

VOLUME 28
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SUPER MARIO WORLD

Yoshi And Mario Fly "Super" High

►FEATURES

Star Wars

Final Fantasy Adventure

THE SOURCE FOR NEWS AND STRATEGIES STRAIGHT FROM THE PROS

POWERLINE

●This month you'll finally get an in-depth look at the Super NES game that we've all been impatiently awaiting: **Super Mario World**. We've devoted 16 pages to screen shots and descriptions of many new areas that you'll be able to explore in this huge new game, along with special techniques that will give you an edge over some of the offbeat enemies you'll meet there. The action starts on page eight. Dig in!

AMERICAN GLADIATORS

●NES features for this issue include **Smash TV, WURM, Kick Master and Star Wars**. Smash TV is an unconventional shoot'em-up depicting a game show of the future. WURM, a holographic journey to the center of the earth, pits a crew from the Overworld against the evil agents of the Underworld. The Kick Master is a typical martial artist with a twist: he also incorporates magic into his act. And Star Wars is a challenging space journey based on the mega-hit film trilogy. Naturally, it stars Luke Skywalker and other favorites from the movies.

●Our Super NES Showcase department presents short takes on **Castlevania IV, Final Fight** and **SimCity**. Castlevania IV, of course, is another installment in the saga of the Belmonts, but Final Fight is an all-new action game that features boxing, brawling brawny types mixing it up on the streets of America. See what enhanced graphics and sound can do for street fighting! And computer buffs will be interested in seeing the Super NES version of **SimCity**. It's a good example of how varied the selection of games for the new system can be.

●This month's Game Boy lineup leads off with **Final Fantasy Adventure**, one of the best Game Boy games yet, according to early reports. Reviewers rave that it's very deep and has action similar to The Legend of Zelda for the NES. Another big NES hit coming for Game Boy, **Tecmo Bowl**, is also featured. If you liked the original, you won't want to miss this version!

●Be sure to take a look at Player's Pulse this month. When we asked for your ideas for Player's Poll Contest prizes last May, we expected tons of letters and we weren't disappointed. First, check out some of the suggestions that we considered (some more carefully than others!) in our letters department, then turn to the Player's Poll Contest to see what the winning combination was.

NINTENDO POWER™

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VOLUME 28—September 1991

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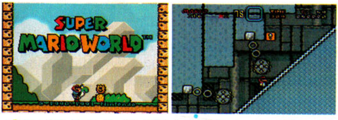

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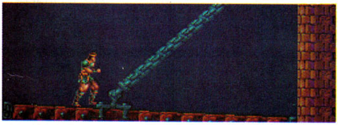

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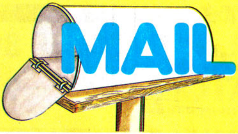


AND THE WINNER IS...

Thanks for sending your suggestions for future Player's Poll Contest prizes. Some we'd already done, some were interesting but impossible, some were just plain weird. Of the ideas involving the American Gladiators, the most complete one was sent by Chris Porco of Demitt, Michigan. See his idea at work on page 82!

We thought you'd like to hear some of the other ideas readers sent in, so this month we're devoting Player's Pulse to your suggestions.

Tons Of Toads

I think the new grand prize should be lightweight suits of Zitz, Pimple and Rash, along with a Battletoads game and some Battletoads comic books.

Chance Gray
Pittsburgh, PA

We've passed your suggestion on to Tradewest, Chance. They said they'd get hopping on it right away.

Mario's Agent Writes

Mario is still popular, but I thought he might like the publicity so I thought that a good prize for the Player's Poll would be a life-size Raccoon Mario made of Legos.

Lee Yuhas
Johnstown, PA

Not a bad idea... if we could only figure out how big a life-size Mario would be. Two inches? Maybe three?

One Tornado To Go

I would like the grand prize to be an actual life simulation of SimCity. The winner should become the mayor of his own city and natural disasters should devastate it.

Brian and Byron Wang
Temple City, CA

We thought about doing this one, but we haven't been all that successful controlling natural disasters. The mayor-for-a-day would be really disappointed if we missed and hit the wrong city.

Bring 'em Back Alive

In tradition with FCI's RPGs, my grand prize suggestion is an adventure like none other for the winner and six friends. They will travel through a barren wasteland filled with the deepest bogs and swamps and some of the most wretched creatures imaginable, then explore the deepest dungeons of the world, traveling through disease-infested mazes and encountering patrol groups of the really nasty villain, who they will face at the end for a grand finale. He'll possibly be either a powerful magic-user or a huge barbarian or demon from the Astral Plane of Existence.

Michael Raber
Tequesta, FL

Right, and we could bill it as The Last Contest You'll Ever Enter. Our goal is to thrill the winners, not kill them!

Better, You Say?!

When I heard about the Final Fantasy Treasure Hunt, I thought it was a great idea. How about a Final Fantasy II Treasure Hunt based on a great new sequel? But make this one even better, with more friends along with you and stuff like that.

George Valeriano
Santa Barbara, CA

We Beat You To It

How about a Super NES for the grand prize in a Player's Poll Contest? It isn't as expensive as a new Porsche, and although ten million dollars is tempting, I think I would still rather have a Super NES.

Barry Bogart
Port Crane, NY

Great idea, Barry, but if you check out last month's contest, you'll see that we already thought of that. Great minds think alike, they say. As for the ten million, we're working on it.

Science Isn't Ready

Use the latest genetic technology and insert the DNA of a raccoon into the winner's cells so they can be more like Mario.

Koji Fox
Aloha, OR

We thought pretty hard about this one, but the scientists we consulted told us that genetic replacement is a little bit iffy right now. The winner might get some of Raccoon Mario's super capabilities... on the other hand, he might just end up with an irresistable urge to rummage through garbage cans.

Mansion Mania

You asked for a great Player's Poll Contest prize? How about this: The winners and friends play Maniac Mansion for real. One, of course, would be Sandy, who needs to be rescued. You would have to find a mansion somewhere that the group enter just as they do in the game. Nintendo Power staff could act out the parts of Weird Ed, Dead Cousin Ted, Nurse Edna, the Tentacles, and last but not least, Dr. Fred.

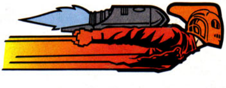
Charles Jensen
Washington Island, WI

We liked this idea, but when it came down to choosing parts, we all wanted to be Dead Cousin Ted. Everyone, that is, except for Editor-in-Chief, Gail Tilden, who refused to wear a costume. Of course, she wouldn't have had to change her appearance in the least to play Nurse Edna.

A Real Blast

I think you could make a great contest based on The Rocketeer. The grand prize could be a real jet pack, like the one The Rocketeer uses to get around. It would be so cool to show up for school using the jet pack! Other prizes could be movie passes and comic books. I think you should use my idea, really!

Shayna Long
Des Moines, IA



If the jet pack really worked, Shayna, we wouldn't give it away. We'd use it ourselves.

Finally, The Winner

Chris Porco suggested having the winner meet the American Gladiators and actually try some of their stunts with friends. See all the details in this month's Player's Poll Contest!

How creative are you? We've seen Marios made with Legos, Mega Man made of clay, and even Bowsers made of papier-mâché. Create your own Nintendo characters or scenes from Nintendo games in some 3-D media, then take a picture of your masterpiece and send it in. We'll print the best photos.

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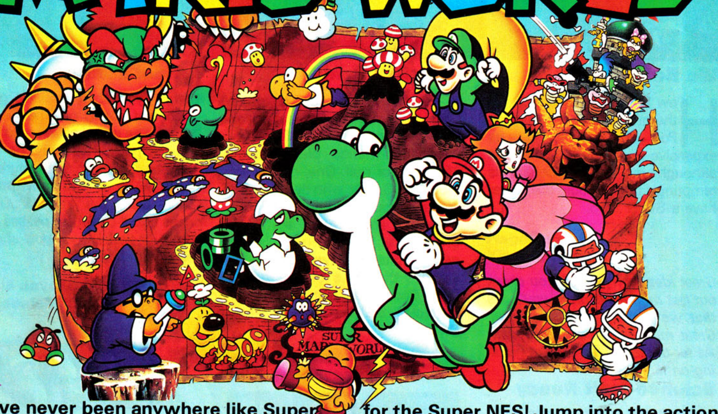
SUPER MARIO WORLD™

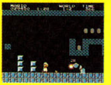


You've never been anywhere like Super Mario World! It's the setting for the latest, greatest adventure of the Koopa-crushing champ, Mario, and it's all new for the Super NES! Jump into the action as Mario takes on a sidekick, learns a ton of new tricks and searches for the princess in the land of the dinosaurs!

Super Mario Knows Adventure!

Our part-time plumber and full-time hero is no stranger to thrilling adventures through fantasy lands. And, with every incredible journey, he's learned new abilities that have helped him keep a leap ahead of his outrageous adversaries. Just look at how much Mario has grown!

● SUPER MARIO BROS.



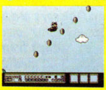
In his first wild romp, Mario discovered that Super Mushrooms made him big and Fire Flowers added a spark to his attack. Look out Bowser!

● SUPER MARIO BROS. 2

PLEASE SELECT
PLAYER
EXTRA LIFE

When Mario dreamed up the land called Sub-Con, he was able to call on his Mushroom Kingdom cohorts for some much needed assistance.

● SUPER MARIO BROS. 3



With a wardrobe of awesome suits, Mario was able to swim with speed, toss Hammer Bros.' Hammers and even fly in his amazing third journey.

● SUPER MARIO LAND

MARIO×02 WORLD TIME
3000 ×10 1-1 370

In his great Game Boy adventure, Mario gained an advantage over his opponents with the incredible bouncing Superball.

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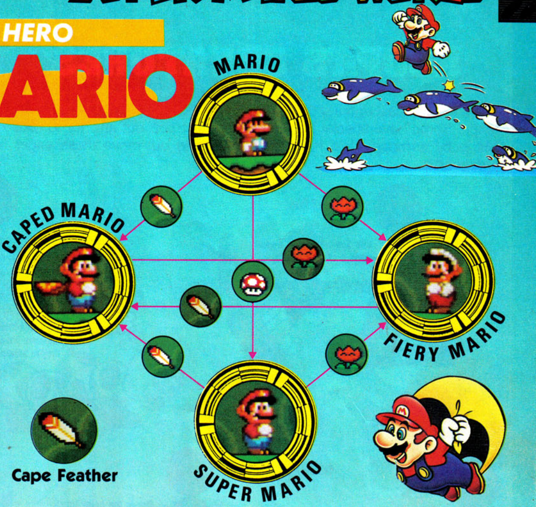
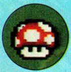
OUR HERO

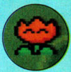
MARIO

With a steady diet of Super Mushrooms and Fire Flowers, Mario has always been able to grow big and shoot Fireballs. Now, by touching a mysterious Cape Feather, he can also take to the sky and drift slowly back down to earth. The diagram on the right shows just what it takes to cause Mario's transformations.





Super Mushroom



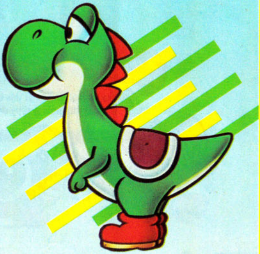
Fire Flower

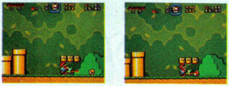
Cape Feather

A STAR IS BORN

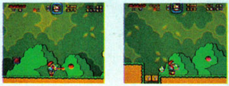
YOSHI

The land of the dinosaurs is crawling with Koopa-controlled creatures who aim to keep Mario from conquering King Bowser. Lucky for Mario, though, there's one dinosaur who'd like to see Bowser beat just as much as he would. He's Yoshi, a rollicking reptile with an appetite for menacing meanies. He'll carry Mario through some tight jams, but he'll run for the hills if the enemies bite back.





The long tongue and the bottomless stomach of Mario's new dinosaur buddy, Yoshi, help him clear the area of Koopa's creatures. He'll also demonstrate special abilities when he eats certain shells.



When Yoshi gulps down 10 Red Apples, he'll lay an Egg that reveals a Super Mushroom. Two Pink Apples produce a Bonus Coin when eaten and a Green Apple is good for 20 extra seconds on the timer.

Yoshi! Yoshi! Yoshi!

Yoshi has three special abilities that are triggered when he swallows Koopa shells of certain colors. He also has three cousins who come in those colors and carry one of Yoshi's special traits when they swallow any shell. You'll discover them in the elusive Star World.

Red Yoshi

When this crimson creature grabs the shell of a Koopa, he lets forth a three-Fireball blast.

Blue Yoshi

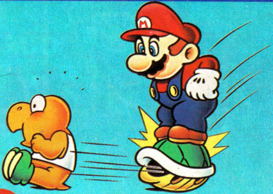
By biting down on a tasty turtle, this blue wonder will gain the ability to fly for a few seconds.

Yellow Yoshi

When Yoshi's yellow cousin eats a Koopa, he'll be able to shake the ground with super strong jumps.

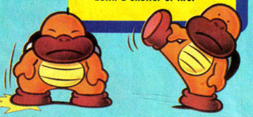
KOOPA'S CREATURES

There's a new cast of crazy creeps that make Mario's mission a real challenge. Some have special powers. Others just pop out and try to take Mario by surprise. He'll have to think fast to out-move these eager antagonists.



Sumo Brothers

One Sumo stomp will send down a shower of fire.

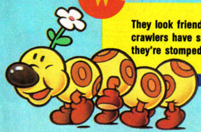


Koopas

These zany turtles shoot from their shells when stomped.

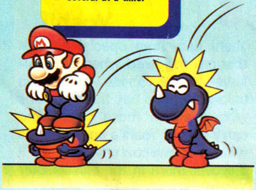
Wiggler

They look friendly, but these long crawlers have short fuses when they're stomped.

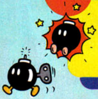


Rexes

They're relatively weak, but these kooks come out several at a time.



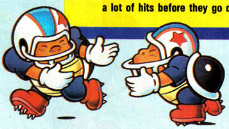
Bob-ombs



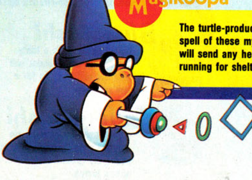
Fire in the hole! These blasting balls wind up and blow apart!

Chargin' Chucks

The football freaks of this land take a lot of hits before they go down.



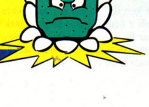
Magikoopa

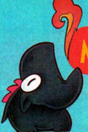


The turtle-producing spell of these mystics will send any hero running for shelter.

Thwomps

Fortresses and Castles are loaded with heavy Thwomps. They'll drop when Mario approaches.



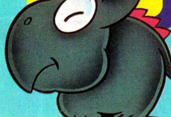


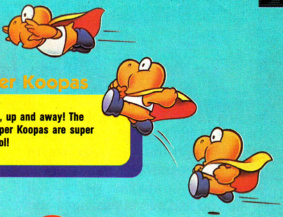
Mini-Rhinos

These little guys pack a mighty fiery wallop.

Dino-Rhinos

When they're hit, these lugs shrink.



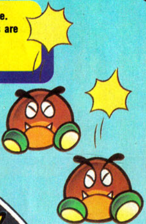


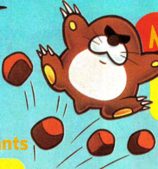
Super Koopas

Up, up and away! The Super Koopas are super cool!

Goombas

Looks deceive. These creeps are small but menacing.



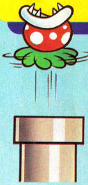


Monty Moles

By leaping out of rock walls, these rodents surprise their enemies.

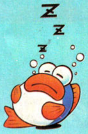
Pumpkin Plants

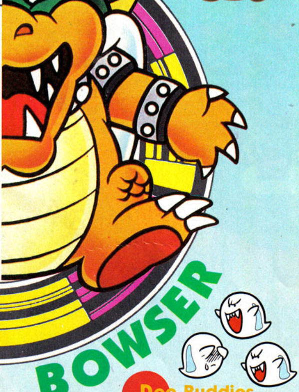
These plumber-munchers leap from pipes.

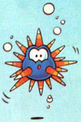


Rip VanFish

These dozing fish awake when Mario gets close.

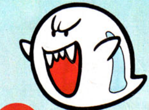






Porcu-Puffer

The spike-spined Porcu-Puffer is a sharp adversary in water worlds.



The Big Boo

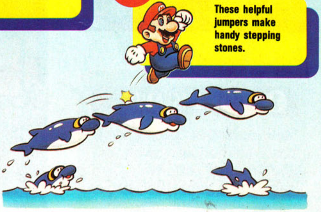
This big bully is hard to get around. It freezes when faced.

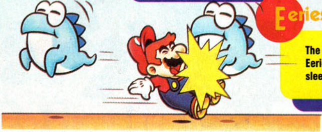
Boo Buddies

Groups of ghosts follow heroes when they smell fear.

Dolphins

These helpful jumpers make handy stepping stones.



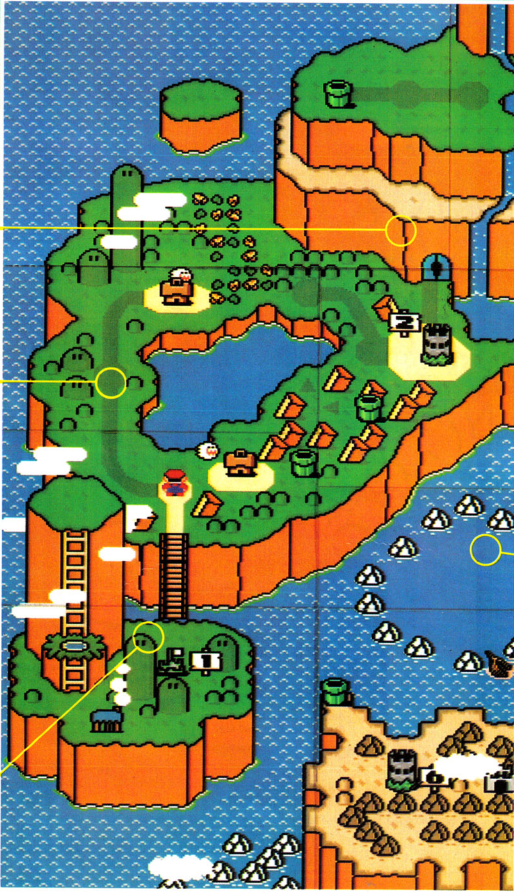


Eeries

The zombie-like Eeries fly in their sleep.

Welcome To

In the following pages, you'll see some of the highlights of Mario's trip through the vast expanse of Dinosaur Land and learn some important strategies which will help you find secret passages and clear the many challenging areas.

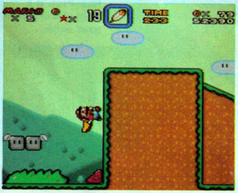


③ VANILLA DOME

Underground caves and underwater passages make the Vanilla Dome an explorer's dream. Details are on page 16.

② DONUT PLAINS

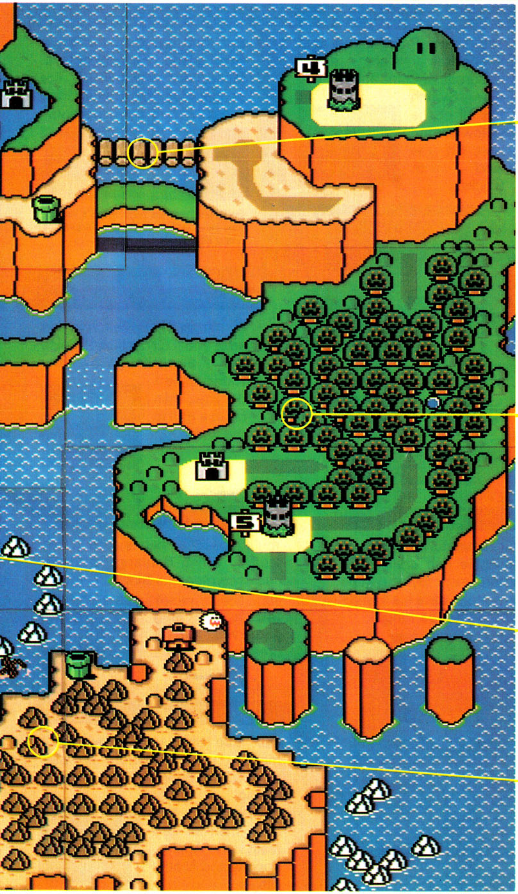
This land features several secret passages, including the first mysterious Star Road. See page 15 for more info.



① YOSHI'S ISLAND

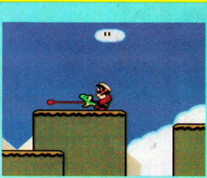
Your adventure begins here. Yoshi has left his home, but you'll catch up with him quickly. See page 14 to begin.

Dinosaur Land



④ TWIN BRIDGES

While only the Cheese Bridge is shown, the Butter Bridge will also appear when the Vanilla Fortress is gone. See page 17.



⑤ FOREST OF ILLUSION

You'll have to be very observant to find the right paths in this maze-like forest. Look for clues on page 18.

⑦ VALLEY OF BOWSER

King Koopa resides in a huge castle of his own design in this dangerous area. You'll find details on page 20.

⑥ CHOCOLATE ISLAND

While the chocolate hills of this area can be tough to get around, the real challenge is in Wendy's Castle. See page 19.

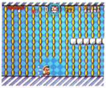
AREA 1

YOSHI'S ISLAND

Yoshi's homeland has been taken over by Bowser and his evil Koopalings. As you begin, you'll find out that Yoshi has set off to save his dinosaur friends. It's up to you to find him before he gets into hot water. This area includes four standard stages, the Yellow Switch Palace, Yoshi's House and Iggy's Castle.

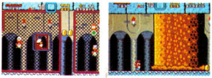
Yellow Switch Palace

The small P-Switch in this Koopa-free Palace makes hundreds of Coins appear. The big Switch fills all of the yellow dotted lines in the land with Blocks.

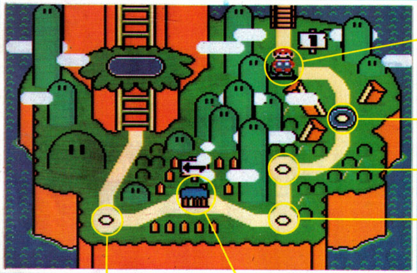


Iggy's Castle

Evil Iggy is hiding out on a small island in a pool of lava. Make your way through the dangers of the castle, then knock him off the deep end.

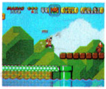


Among the dangerous traps in Iggy's Castle are a fence that is crawling with Koopas, and several killer Pillars.



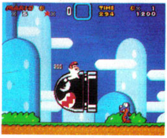
Yoshi's Island 4

By hitting the P-Switch in this area, you'll turn a line of Coins into a Block bridge over the water. Collect the Star, then blaze a trail to the end!



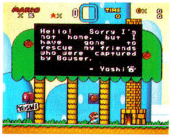
Yoshi's Island 1

Gigantic Banzai Bills fly through this area. Listen for their launch, then duck to avoid them or jump to knock them out of the air.



Yoshi's House

Your adventure begins in this apple rich area. Yoshi has left a note saying that he has gone to save his friends from the Koopa King.

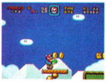


Hello! Sorry I'm not home, but I have gone to rescue my friends who were captured by Bowser.

- Yoshi

Yoshi's Island 3

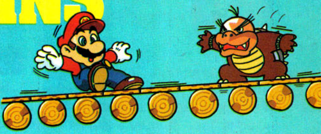
You'll cross the open spaces in this area by riding Rotating Platforms and accordion-like Blocks. If you've hit the Yellow Switch, the long gap will be a breeze.



Yoshi's Island 2

Our little dinosaur buddy didn't make it very far before he was stopped by Bowser. Save him by hitting a Block from below in this area, then let him feast on Apples, Koopas and Monty Moles.

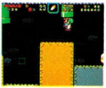
AREA 2 DONUT PLAINS



You'll learn in this land that red areas on the map have two exits; one in plain sight and one that is hidden. There are several areas in the Donut Plains where this rule applies. It includes four standard stages, two secret routes, two Ghost Houses, the Green Switch Palace, Morton's Castle and the very lucrative Top Secret Area.

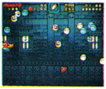
Donut Plains 2

The green Pipe in this area leads to a cavern with stair-like Blocks. Fly up to the top Block with a Cape and trigger a Vine. Then climb up the Vine for the Switch Palace Key.



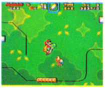
Donut Ghost House

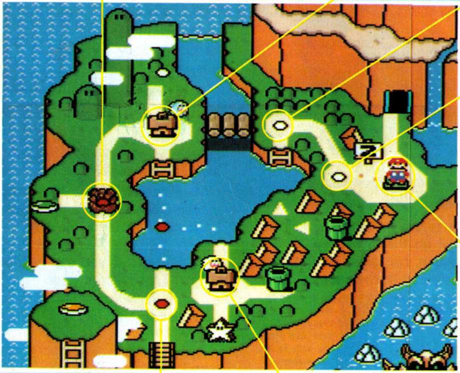
Make sure that you wear a Cape into this house. Then, at the very beginning, fly up and to the left. You'll find a platform that leads to the Top Secret Area.



Donut Plains 3

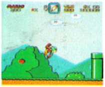
Some of the Platforms that ride on wires here are surrounded by hairy Fuzzles. You can bounce off of the Fuzzles unharmed with a Spin Jump.





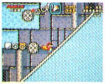
Donut Plains 4

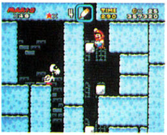
Have Yoshi swallow the Koopa with the flashing Shell in this stage. It'll give him the powers of his Blue, Red and Yellow cousins combined.



Morton's Castle

On your way to battle Morton, you'll encounter Ball 'N' Chains, Thwomps and a long vertical passage with moving walls. Be careful! You could get crushed!

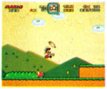




Climb quickly up the vertical passage and look for safe spots so that you won't be flattened.

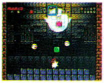
Donut Plains 1

Super Koopas are all over this open land. Stomp the ones with the red Capes to earn a Cape Feather, then sink into the first Pipe after the mid-point to practice flying.



Donut Secret House

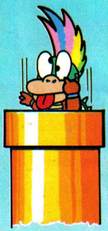
Hit the P-Switch in the second section of this house. Then trigger a Vine above the center door, climb up, enter the door to the right and battle the Big Boo.



AREA 3

VANILLA DOME

The underground land of the Vanilla Dome is comprised mainly of caverns and water passages. It includes four standard stages, a secret stage, a Ghost House, the Red Switch Palace and Lemmy's Castle. If you complete the secret stage, you'll be able to get to several other secret stages in the Twin Bridges area.

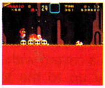


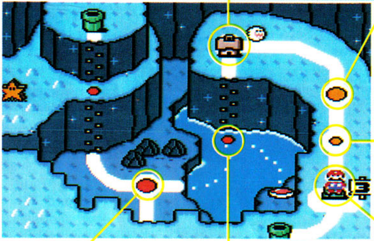
Vanilla Ghost House

Spin Jump on the green Bubbles and they won't damage you. Then collect the Coins on the far right side and hit the P-Switch to make the exit door appear.

Vanilla Dome 3

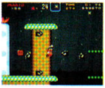
While you're riding on the Skull Raft, press the R Button to scroll the action to the right. The Munchers will leap from the lava before you approach.





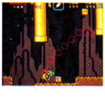
Vanilla Dome 4

Bullet Bills fire in large numbers from several different directions at once in this dark area. Take evasive action as soon as they appear.



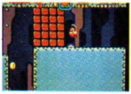
Vanilla Dome 1

Once you've been to the Red Switch Palace and have filled the red dotted lines with Blocks, you'll be able get the Key to the secret path.



Vanilla Dome 2

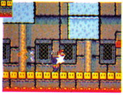
Carry the P-Switch to a Block wall on the left. Then hit the Switch, continue left and look for a Key in the second gap.



After you've hit the P-Switch, drop into the Coin-filled gap and swim to the left in search of the Red Switch Palace Key.

Lemmy's Castle

Magikoopas aim to keep you away from Lemmy's chamber. Stomp 'em and hit the P-Switch so that you can get to the door.

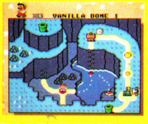


Duck the Koopa-producing spells of the Magikoopas, then hit them from above.

There's More Than One Way To Go!

A red dot on the map indicates that there is more than one exit in the area shown. If you search carefully, you'll find a second Exit Gate or a Key and a Keyhole. Ghost Houses also often feature a secret Exit to a special area, as is the case in the Donut Plains.

Once you've explored one route, search for a second route in the areas with red dots on the map.



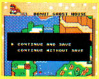
AREA 4

TWIN BRIDGES

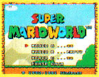
The Butter and Cheese Bridges connect the Vanilla Dome with eastern Dinosaur Land. The Butter Bridge will appear when you conquer the Vanilla Fortress. In addition to the Fortress, this area includes five standard stages, two secret stages and Ludwig's Castle. The battle on the Butter Bridge is particularly challenging. Be prepared!

Save The Day's Play

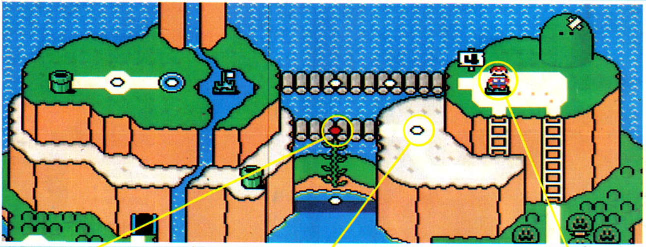
It's next to impossible to make it through this long adventure in one playing session. So, the game has been built with a battery back-up which enables you to save your progress when you clear a Castle, Fortress, Ghost House or Switch Palace. You can then take a rest and return to the same place later.



You can save your progress when you've cleared a major area.

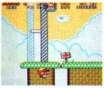


The title screen shows how many Exit Gates each character has cleared.



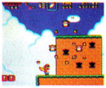
Cheese Bridge Area

The second Exit Gate is to the right of the first Gate. Use your Cape to soar under the first Gate. Then fly up and run to the right.



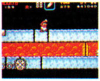
Cookie Mountain

The mountain is crawling with Monty Moles. Take Yoshi with you and let him gobble them up. You'll clear the area easily.

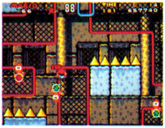


Ludwig's Castle

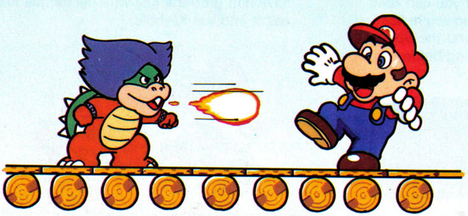
Ball 'N' Chains, Chain Link Fences and Spikes-a-plenty have been placed in this Castle by the wild-haired Koopaling to keep you out of his private chamber.



Jump up through the ceiling near the end of the first passage. You'll find a Pipe that leads to a 1-Up rich area.



Stay on the Fence and don't touch the floor. Koopas that you defeat will be worth more and more points.



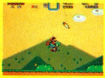
AREA 5

FOREST OF ILLUSION

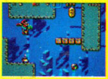
Almost every section of this forest maze includes multiple exits. There are four standard stages, each with two exits. There is also a Ghost House, a secret stage, the Blue Switch Palace, a Fortress, and Roy's danger-packed Castle.

Fantastic Features

There are two new features in this latest Super Mario Bros. adventure; the Item Reserve Box and the Screen Scroll Option. The Item Reserve Box allows you to store an item, then use it by pressing the Select Button. With the Screen Scroll Option, you can press the new L and R Buttons to scroll your view of the action to the left or right.



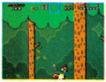
Press the Select Button and the Item that you are storing will drop into play.



By pressing the R Button, you'll have a good view of what lies ahead for Mario.

Forest of Illusion 1

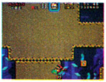
By popping a Balloon out of a Block near the end of this wooded stage, you can become Balloon Mario for a short time and float to the Key.



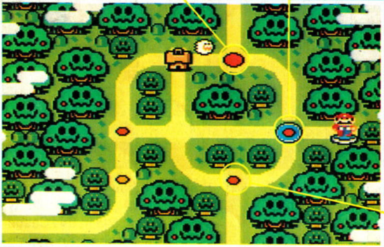
Inflate to become Balloon Mario and float under a platform to the Key and Keyhole.

Forest of Illusion 2

Swim through the wall that is just to the left of the yellow Mushroom Block in this area and you'll find the Key to the Blue Switch Palace.

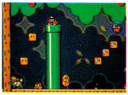


You can swim through the wall here and easily make your way to the Blue Switch Palace.



Forest of Illusion 3

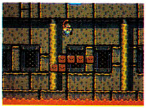
The tall green Pipe near this area's exit leads to a Key and Keyhole that are surrounded by Blocks. If you're Super, you can break the top Blocks with a Spin Jump. Or, if you have Yoshi along, you can have him grab the Key with his tongue and spit it into the Keyhole.

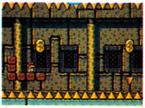


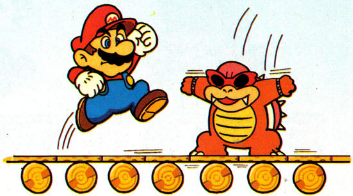
Sink into this Pipe and grab the Key which allows you to advance to Roy's Castle.

Roy's Castle

The cool Koopaling with the super shades has created a snake-like Platform that will take you over the Lava and Spikes of his Castle if you can keep your footing. Press the R Button when you're floating through the room with Spikes and the Spikes that are triggered to fall will drop long before you get to them.





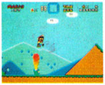


AREA 6 CHOCOLATE ISLAND

While there aren't a lot of areas with alternate exits in the land of chocolate, there are still plenty of mysteries to solve. You'll find five standard stages and a secret stage on the island plus a Ghost House, a Fortress, a Sunken Ghost Ship and Wendy's Castle. Once you've cleared the Castle, you'll move on to the Ghost Ship which is just on the brink of the Valley of Bowser. It's the only haunted area that Yoshi will enter!

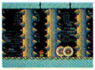
Chocolate Island 1

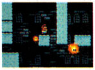
This section is a breeze. Just make sure that you watch out for the fire-breathing Mini-Rhinos and you'll clear the area with ease.



Wendy's Castle

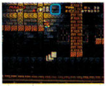
Grinders and Hotheads are just two of many traps that Wendy has set. Spin Jump on them and keep moving!





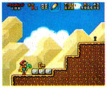
Chocolate Ghost House

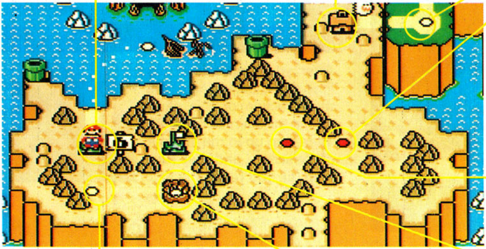
Some of the Boo Buddies in this mysterious mansion will turn into Blocks when faced. Lure them to the area underneath the Door, leap onto them and move on.



Chocolate Island 2

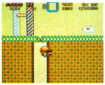
The sections of this stage change depending on the Time remaining and Coins collected. Enter the third section with 250 or more seconds left and you'll find the Key to the secret stage.





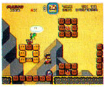
Chocolate Island 3

The Exit Gate on the raised platform in this section leads to a dead end. Drop below the Gate, then fly to the right and you'll reach the real exit.



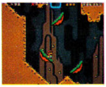
Chocolate Island 5

Sharp-shelled Spinies hide out in Block boxes all over this area. Hit the P-Switch if you dare, but keep in mind that the place will be crawling with Spinies.



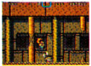
Chocolate Island 4

You can hitch a ride on Mega Moles and diagonal platforms that look more slippery than they actually are in this hole in the ground. Watch your step!

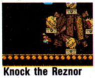


Chocolate Fortress

Spikes and Thwomps are the most dangerous obstacles on your way to the Reznor. Watch out!



Spikes poke out of the ceiling and floor. When they retract, move it!



Knock the Reznor Rhinos from their perches before the floor burns up.

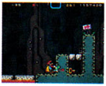
AREA 7

VALLEY OF BOWSER

Once you've cleared the Sunken Ghost Ship, a huge rock head of Bowser will emerge from the deep. Enter it and you will encounter four standard stages along with a Ghost House, a Fortress, Larry's Castle and Bowser's own multi-level monstrosity. If you can enter through the back door of Bowser's Castle, you'll be able to skip straight to the battle with the King!

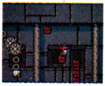
Valley of Bowser 4

The only way to get the Key to the Star Road in this cavern is with Yoshi's long tongue. The Key is surrounded by Blocks and a rock wall near the end of the stage. Get Yoshi to grab the Key through the wall and spit it into the Keyhole which is above the Blocks.

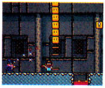


Larry's Castle

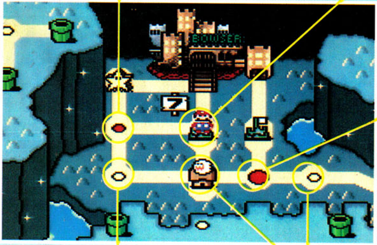
Bowser's number one Koopaling has fashioned his Castle after many of the other Castles and Fortresses in the land. Like Roy's Castle, this stronghold has a moving snake-like Platform. There are a few places where it pays to step off the Platform and wait for it to come back so that you can avoid the deadly Ball 'N' Chains.



Jump off the Platform and wait for it to work it's way around the Ball 'N' Chains.

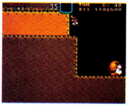


Use your Cape to break the Block wall or let a Magikoopa break it.



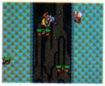
Valley of Bowser 2

After you drop out of the Pipe at the beginning of the third section of this cave, run up the stairs to the right. Then leap up to the left, out of the screen, and keep running 'till you reach the Key.



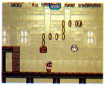
Valley of Bowser 3

This open area is loaded with Countdown Platforms which count down to zero and fall out of the sky. Watch the numbers on the sides of the Platforms and get ready to jump.



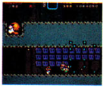
Valley Ghost House

Hit the P-Switch in the second section of this spook manor and run quickly to the right. Doors 3 and 4 lead to one exit. Door 5 leads to a room with a Key. The Key is in the upper-right corner.



Valley of Bowser 1

Chargin' Chucks break down block walls in this section. Step out of the way and let them do their job. Take the low road to the exit.



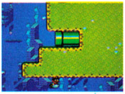
SECRET ZONE

STAR WORLD

There are five Star Roads scattered throughout Dinosaur Land which lead to the five points of Star World. The points connect through five stages which each have Keys and Keyholes. They also each contain a cousin of Yoshi. The dinosaurs will start small. Feed them five enemies and they will grow to full size.

Star World 2

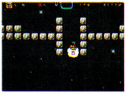
This water world features a Blue Yoshi. Swim under the Pipe at the end and you'll reach the Key.



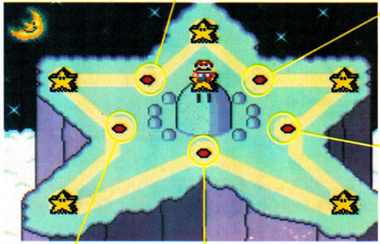
When you get to the Pipe, drop down and keep swimming.

Star World 3

Hit the P-Switch in this area so that Lakitu throws only Coins. Then toss up a Block, steal his Cloud and fly to the Key.

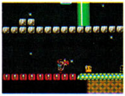


Fly upward with Lakitu's Cloud to the Key and Keyhole.



Star World 4

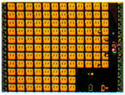
There are tons of turtles in this area. Take Red Yoshi and let him blaze a fire trail through them. The Key is under a set of three Pipes.



Knock the Key out of a Block with a Koopa Shell.

Star World 1

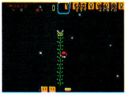
This world is full of Blocks. Start on the right side and Spin Jump through the Block down to the Key.



Use the Spin Jump to break through the Blocks.

Star World 5

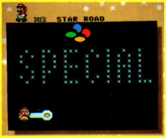
If you've been to the four Switch Palaces, you'll find Block Platforms that lead the Key in the sky here.



Climb a Vine up to a series of Platforms and the Key.

Warp Through The Star World

The five Star Roads are spread throughout Dinosaur Land. Once you have connected the points, you will be able to quickly and easily make your way from one area of the land to another. It works well as a Warp-like short-cut when you're an advanced player.



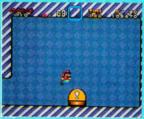
When you complete Star World 5, the most challenging Star World, you'll be able to take off from the center of the Star to a group of stages collectively known as the Special World.

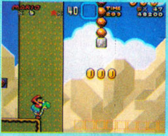
SPECIAL STRATEGIES

To Switch or Not To Switch

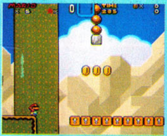
Blockless Challenge

If you're up for a challenge, you can play the game without going to any of the Switch Palaces. The absence of key Blocks will make some sections very difficult to clear.





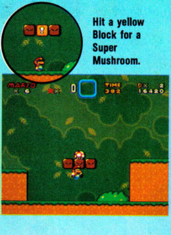
Before you go to Switch Palaces, you'll see dotted lines in a lot of different areas.



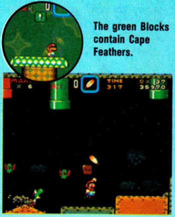
After you hit the big Switches the dotted lines will be filled with useful Blocks.

Switch Block Power-Up

The Blocks that fill the dotted lines not only act as Platforms in important areas, but the Yellow and Green Blocks also contain Power-Up Items. You'll find Super Mushrooms in yellow Blocks and Cape Feathers in green Blocks.



Hit a yellow Block for a Super Mushroom.

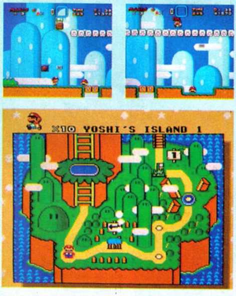


The green Blocks contain Cape Feathers.

Come And Go As You Please

1-Up Loop

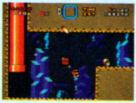
Find a completed stage with a quick 1-Up. Then enter the stage, collect the 1-Up, pause and press the Select Button to leave.



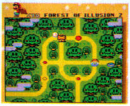
You can enter and exit a completed stage freely, collecting the same 1-Up over and over again.

Quick Power-Up

You can re-enter any stage that you have cleared, as long as it isn't a Fortress or a Castle, then leave the stage quickly whenever you want. Just press the Start Button to pause the action, then press the Select Button to return to the map. This technique makes it very easy to collect multiple Power-Up items for particularly challenging areas.



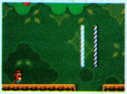
Grab a Cape Feather near the beginning of a stage that you have cleared. Then Press Start and Select.



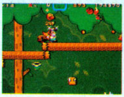
This maneuver allows you to quickly get a Cape so that you can fly through the challenges that await.

Mid-PointManeuver

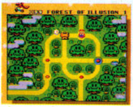
If you know of a Power-Up area near the mid-point of a cleared stage, you can go through the middle gate and return for Power-Ups whenever you need them.



There's a Power-Up Block just after the mid-point of Forest of Illusion 1.



Take a Star from the Block and run invincibly through the stage.

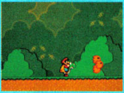


This is a good way to earn a lot of points and a ton of 1-Ups.

Yoshi Power

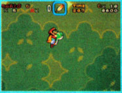
Color Him Koopa

Your little green dinosaur pal can show off many and varied abilities depending on the color of the Koopa that he swallows. If he takes in a green Shell, he can spit it out super fast.



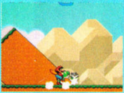
Red Shell

By swallowing a red Koopa Shell, Yoshi can send out a hot blast.



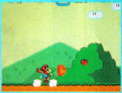
Blue Shell

Up, up and away! Yoshi can fly for a while with a Blue Koopa Shell.



Yellow Shell

When Yoshi is holding a yellow Shell, his landings cause the ground to shake.

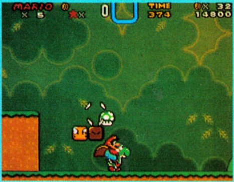


FlashingShell

The rare flashing Koopa shell gives Yoshi the power of red, yellow and blue Shells.

1-Up For Yoshi

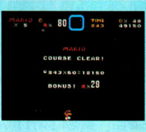
If Yoshi is present and you hit a Block that usually contains a Yoshi Egg, it'll turn into a 1-Up instead!

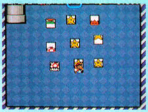


Exit For A Bonus

Bonus Game

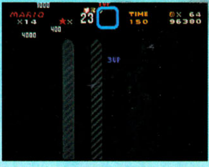
The Tape on the Exit Gate moves up and down. If you hit the Tape when it's in a high position, you can earn as many as 50 Bonus Stars at a time. Whenever you earn a total of 100 Bonus Stars, you'll be sent to a Bonus Game where you have a chance to get a lot of 1-Ups.





Enemy Elimination

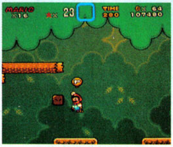
Enemies are automatically defeated when you cross an Exit Gate. If there are a lot of enemies on the screen, you'll earn tons of points when they're defeated and you might even earn 1-Ups.



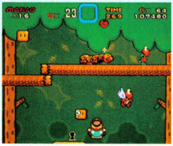
Special Item Rarities

Power Balloons

You'll find a Power Balloon in Forest of Illusion 1 and one of the special stages. It turns Mario into a Balloon for a short time so that he can float to his destination.



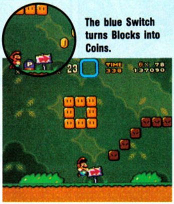
Grab the Power Balloon in Forest of Illusion 1.



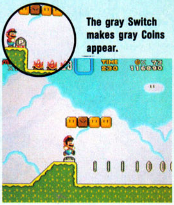
Float to the Key and unlock the secret passage.

Gray P-Switches

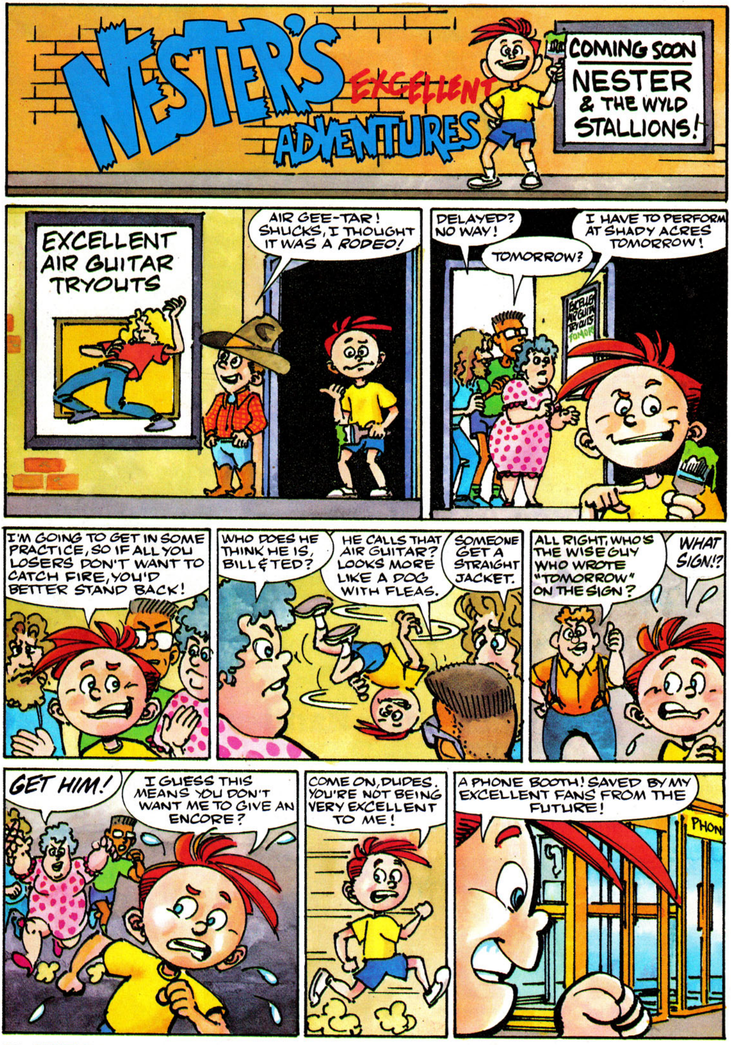
While Blue P-Switches are quite common, you'll only occasionally see a Gray P-Switch. Hit them to make Lakitu toss Gray Coins.

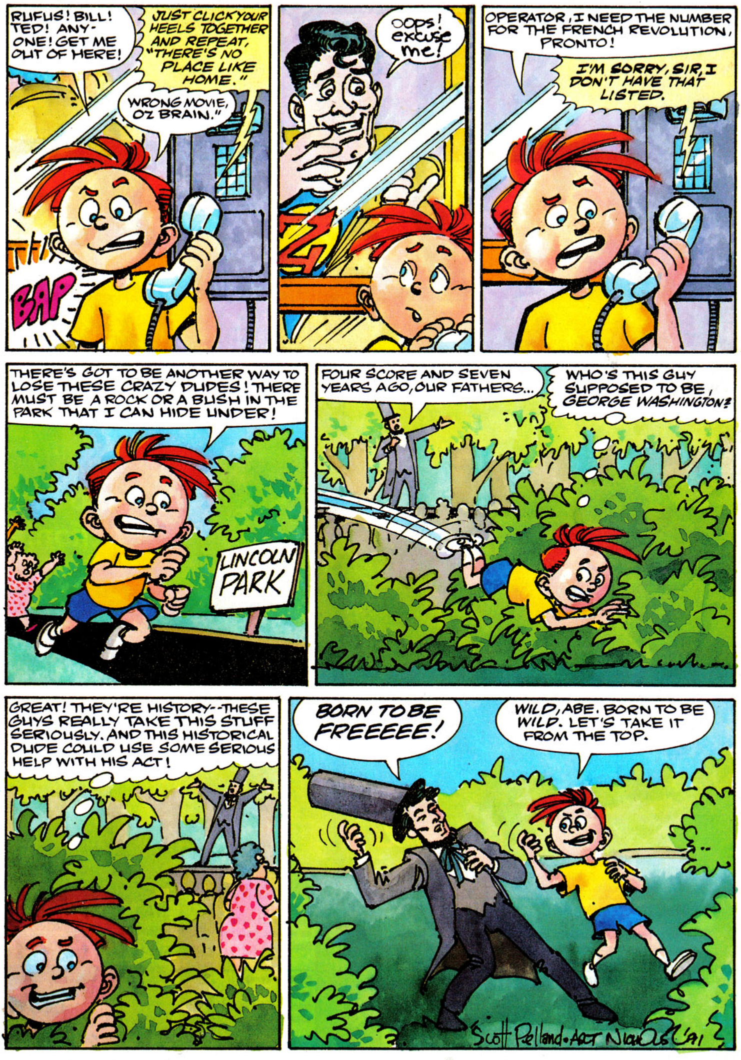


The blue Switch turns Blocks into Coins.



The gray Switch makes gray Coins appear.


NESTER'S EXCELLENT ADVENTURES
COMING SOON NESTER & THE WYLD STALLIONS!
EXCELLENT AIR GUITAR TRYOUTS
AIR GEE-TAR! SHUCKS, I THOUGHT IT WAS A RODEO!
DELAYED? NO WAY!
TOMORROW?
I HAVE TO PERFORM AT SHADY ACRES TOMORROW!
I'M GOING TO GET IN SOME PRACTICE, SO IF ALL YOU LOSERS DON'T WANT TO CATCH FIRE, YOU'D BETTER STAND BACK!
WHO DOES HE THINK HE IS, BILL & TED?
HE CALLS THAT AIR GUITAR? LOOKS MORE LIKE A DOG WITH FLEAS.
SOMEONE GET A STRAIGHT JACKET.
ALL RIGHT, WHO'S THE WISE GUY WHO WROTE "TOMORROW" ON THE SIGN?
WHAT SIGN!?
GET HIM!
I GUESS THIS MEANS YOU DON'T WANT ME TO GIVE AN ENCORE?
COME ON, DUDES. YOU'RE NOT BEING VERY EXCELLENT TO ME!
A PHONE BOOTH! SAVED BY MY EXCELLENT FANS FROM THE FUTURE!
PHON

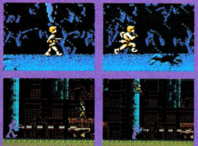

RUFUS! BILL! TED! ANY-ONE! GET ME OUT OF HERE!
JUST CLICK YOUR HEELS TOGETHER AND REPEAT, "THERE'S NO PLACE LIKE HOME."
WRONG MOVIE, OZ BRAIN."
BAP
OOPS! excuse me!
OPERATOR, I NEED THE NUMBER FOR THE FRENCH REVOLUTION, PRONTO!
I'M SORRY, SIR, I DON'T HAVE THAT LISTED.
THERE'S GOT TO BE ANOTHER WAY TO LOSE THESE CRAZY DUDES! THERE MUST BE A ROCK OR A BUSH IN THE PARK THAT I CAN HIDE UNDER!
LINCOLN PARK
FOUR SCORE AND SEVEN YEARS AGO, OUR FATHERS...
WHO'S THIS GUY SUPPOSED TO BE, GEORGE WASHINGTON?
GREAT! THEY'RE HISTORY--THESE GUYS REALLY TAKE THIS STUFF SERIOUSLY. AND THIS HISTORICAL DUDE COULD USE SOME SERIOUS HELP WITH HIS ACT!
BORN TO BE FREEEEE!
WILD, ABE. BORN TO BE WILD. LET'S TAKE IT FROM THE TOP.
Scott Pelland • Art Nichols '91

STAR WARS™

A long time ago, in a galaxy far, far away, a great adventure took place. Movie audiences first glimpsed the distant Star Wars galaxy in the 1975 mega box office hit Star Wars (Episode IV: A New Hope), and have been periodically revisiting it through sequels The Empire Strikes Back and Return Of The Jedi. Now the popular Star Wars series is finally being made into an NES game series! With direction from Lucasfilm Games, JVC and programmers Beam have come up with an NES adventure title that follows the first movie in the Star Wars trilogy almost scene for scene!

Jump Into Action!

While on the planet Tatooine or in the Death Star, the action is viewed from a side view perspective. Luke, Han or Leia can walk, jump, climb or run hold the B Button). With a running start, you can make a super jump.



STAR-STUDDED CAST

Just like in the movie, Luke Skywalker will collect a rag-tag band of followers as he becomes a galactic hero. In the Star Wars game, you can control the actions of Luke, Han or Leia. The 'droids and Obi-Wan Kenobi will be in the group to give advice and assistance.

	Luke Skywalker, the main character, has well rounded abilities. He can also wield the powerful Lightsaber.		**Han Solo, captain of the Millennium Falcon, will lead the group off of Tatooine and into adventure.**		**Rebel leader Princess Leia must be rescued from the Death Star.**
	C3PO isn't always helpful, but he can translate R2-D2's blips and bleeps.		**R2-D2 is programmed to find Obi-Wan and enlist his help.**		**Obi-Wan Kenobi becomes Luke's mentor and spiritual advisor.**

GAME PAK · DATA BOX

STAR WARS

Lucasfilm Games/JVC

MEMORY 1M×1M MMC3 64K

POWER METER

Graphics & Sound	3.8
Play Control	3.5
Challenge & Lasting Inf.	3.3
Theme & Fun	3.8

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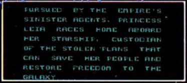
TATOOINE

The Desert Planet

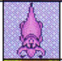
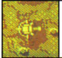
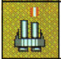
The frontier world of Tatooine is a dust covered rock, riddled with caves and haven to the outcasts of the galaxy. For young Luke though, it is home, boring home. However, when Princess Leia sends her 'droids C3PO and R2-D2 to Tatooine from her stricken spaceship, they drag Luke into an exciting galaxy-spanning adventure that will change his life forever. It all begins with a hunt for the missing R2-D2.

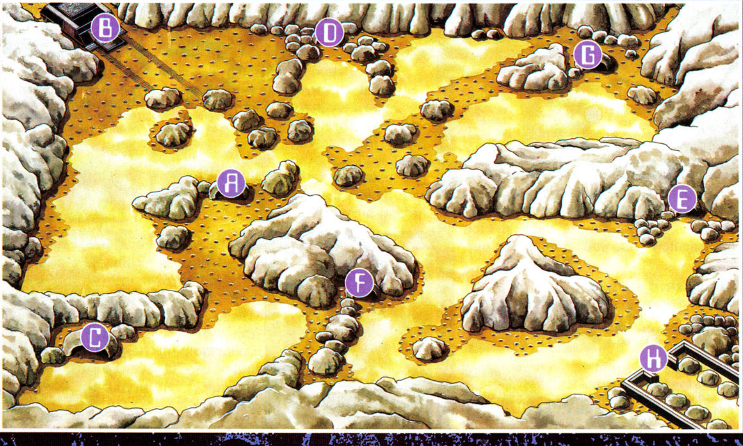


PURSUED BY THE EMPIRE'S SINISTER AGENTS, PRINCESS LEIA RACES HOME ABOARD HER STARSHIP, CUSTODIAN OF THE STOLEN PLANS THAT CAN SAVE HER PEOPLE AND RESTORE FREEDOM TO THE GALAXY

LOCATION/ITEMS	LOCATION/ITEMS
LASER CAVE A Blaster Power-Up	**CRAWLER CAVERN** E Small Life Energy Shield Large Life Energy (2)
SANDCRAWLER B Large Life Energy (4) 1-Up R2-D2	**RAIDER'S CAMP** F Shield Large Life Energy
TUSKEN CAVE C Large Life Energy (2) 1-Up Shield	**KENOBI'S CAVE** G Small Life Energy (2) 1-Up (2) Large Life Energy
ROCK HOUNDS' LAIR D Shield	**MOS EISLEY** H Large Life Energy (6) Small Life Energy (2)

ITEM DESCRIPTIONS	
	Shields for the Millennium Falcon are scattered throughout the caves of Tatooine. Collect these to increase your chances of survival in space.
	The Blaster Power-Up will increase the power and fire rate of your laser weapon.
	1-Ups give you another chance to take on the evil empire. You can collect a maximum of seven extra lives.
	Small Life Energy Globes replenish three units of Life Energy.
	Large Life Energy Globes replace eight units of lost Life Energy.

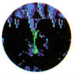
TATOOINE INHABITANTS	
	Banthas are the mounts of the Tusken Raiders. Avoid Landspeeder fender-benders with these elephant-sized beasts.
	Strategic radar stations do not actively attack but will damage your Landspeeder if you crash into them.
	Vader's troops have planted laser cannons throughout the desert. These automated guns fire at anything that moves.
	Imperial Probes are looking for the 'droids, and they will also attack you. Use the B Button for extra speed!

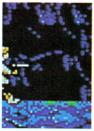


A LASER CAVE

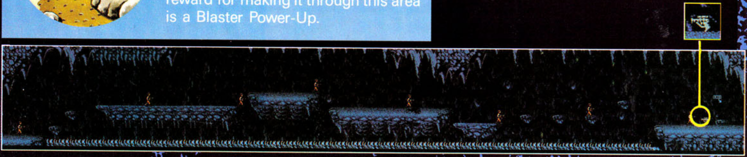
Your adventure begins in the Laser Cave. This cavern is not very large, and gives you a chance to test your jumping skills. Watch for the sharp bones below the platforms and for the ooze dripping from the stalagmites. Your reward for making it through this area is a Blaster Power-Up.

Dripping Doom



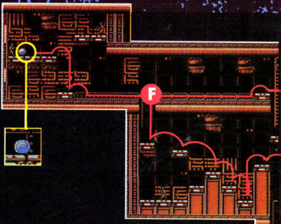


The ooze from the stalagmites will damage you if it hits you or if you step in it. Wait until you cannot see it on the ground, then run past.

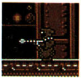


B SANDCRAWLER

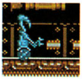
The Jawas capture R2-D2 when he runs away from Luke in search of Obi-Wan Kenobi. They take the little 'droid back to their Sandcrawler. Luke must enter the Sandcrawler and battle the Jawas to retrieve R2-D2. Naturally, the Jawas won't be too happy about someone trying to steal their find and will defend against the 'crawler with weapons and traps.



JAWAS AMD FRIENDS



Jawas fire three-shot bursts. Get in close duck and fire.

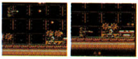


The blue robot near the 1-Up is invulnerable to blaster.

A Your goal is to work your way to the top level of the Sandcrawler. The interior is a twisting maze, but it isn't too complicated once you've figured it out.

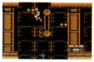
Climb and Attack

Climb the ladder part way and wait until the Jawa fires over your head. Then quickly jump into position, duck and blast the Jawa.



Run and Jump

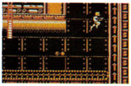
The jump from the Jawa's platform to the next is a long one, but you can make it from the very edge, or with a running jump.



C After running on a conveyor belt, you can jump very high. Always be ready for anything when you jump up into unknown territory. Jawas may be lurking anywhere!

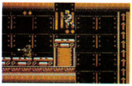
Sprint & Soar

The enhanced jumping on a conveyor belt can be difficult to control. Use it to get the drop on the Jawas.

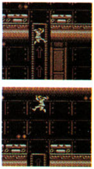


Take It Slow

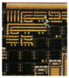
In most places you'll want to take your time and make sure you succeed in every jump. Be patient!



B Upwards pointing arrows indicate Jump Boosters. These anti-gravity devices will increase your jumping height, but be careful, it can be difficult to control your trajectory.



D Don't miss the jump to the upper platform at this point. Jump straight up at the end of the conveyor belt.



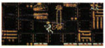
E The Metal Mashers that the Jawas use to compress scrap metal also function as traps against those who don't know the the Sandcrawler.

Take Your Time

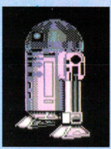
Wait for the first Masher to drop and reset. Go past it to the next step, but don't go any further until the next Masher drops and resets!

Run Fast!

If you approach the Mashers from the right, run past both of them as the right one resets.



Rescue R2-D2!



The Jawas have stashed R2-D2 at the top of the Sandcrawler. You will find R2-D2 to be an important and valuable robot during your mission, as he has many helpful abilities. He is also a very valuable robot to the rebel alliance, since the schematics for the Empire's new super weapon, the Death Star, are contained in his memory banks!

R2-D2's Message

R2-D2 has a message from Princess Leia to Obi-Wan Kenobi that will reveal Luke's mission. He will only reveal it to the Jedi.

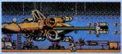
HELP ME OBI WAN KENOBI.
YOU'RE MY ONLY HOPE.

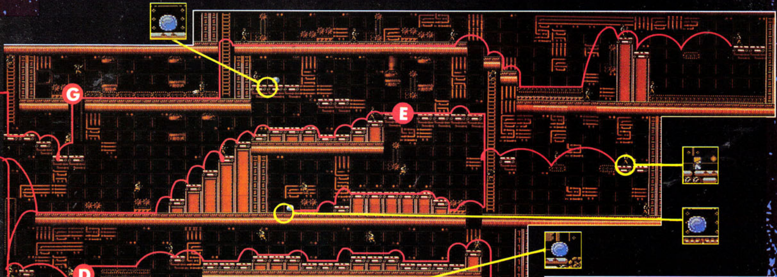
Tap Into Computers

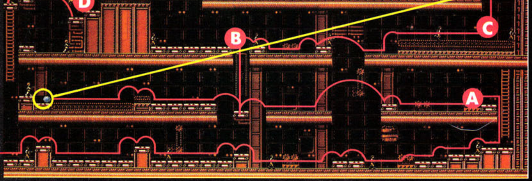
R2-D2 can tap into computer networks, which will come in handy in the Death Star.

Shield Regeneration

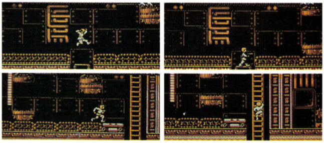
In the X-Wing fighter, R2-D2 can repair damage to your ship's shields.







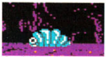
F Jump up using the Jump Booster and land on the left platform. When the Masher to the right starts to go up, jump over the gap onto the conveyor belt and run.



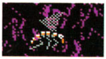
C TUSKEN CAVE

This heavily defended cave is the source of a single Millennium Falcon shield. Not only do the natural forces of Tatooine conspire to foil your mission with a rock slide, the cave is inhabited by Tusken Raiders and Sand People. The risks are worth it though, because the shield may save your life in space combat later...

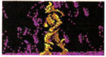
SAND PEOPLE AND FRIENDS



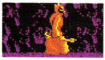
Sand Slugs inch along slowly with a deadly touch.



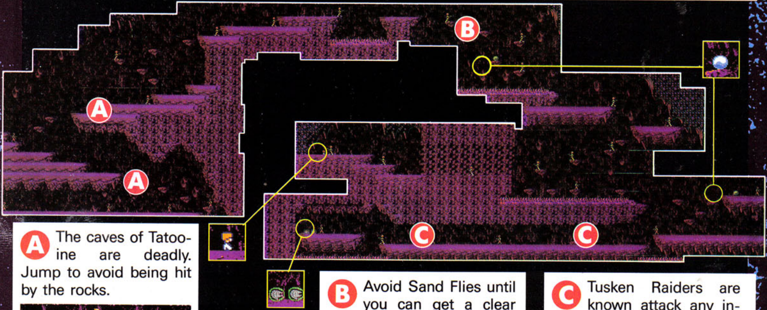
Sand Flies attack when you least expect it.



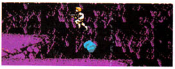
Sand People release energy from their bodies.



Tusken Raiders attack fiercely if you get close.



A The caves of Tatooine are deadly. Jump to avoid being hit by the rocks.



B Avoid Sand Flies until you can get a clear shot at them. If they hit you on a platform, you'll fall onto the spikes below.

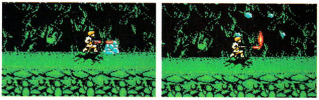
C Tusken Raiders are known attack any intruders. Once you've got their attention, run quickly to a safe spot and finish them.

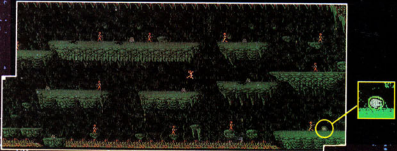
D ROCK HOUNDS' LAIR

Another small cave hides a Millennium Falcon shield. This cave is the home of the Tatooine Rock Hounds. These pooches are best kept at arm's length. If one takes you by surprise, run away and turn and fire from a safe distance.

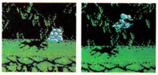
Obedience School

To get the Rock Hounds to heel, stop in your tracks as soon as you see the tell-tale rock pile. Fire to hit the beast when it appears.





ROCK HOUNDS



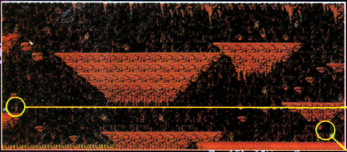
These dogs live under rock piles and jump out when their prey draws near.

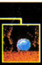
E CRAWLER CAVERN

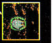
This cave is easier than most, and also contains several Power-Ups to revive your life energy. Only a few Sand Slugs bar your way to collecting another Millennium Falcon shield.

F RAIDER'S LAIR

This small cave is also the home of several Sand People. It is worth your while to explore, however, because one of the Millennium Falcon's shields is inside.







G OBI-WAN'S CAVE

Not only does this cave contain multiple 1-Ups, but Ben Kenobi lives here! Although Luke knows Ben as a desert hermit, Leia remembers him as a General and Jedi Master in the Clone Wars.

Obi-Wan Kenobi

The Legacy

Obi-Wan is the keeper of Luke's father's Lightsaber.

Reviving Comrades

Obi-Wan can use the force to revive fallen comrades.

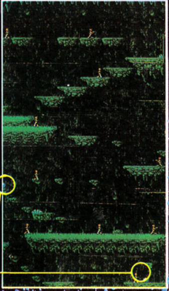
THE FORCE IS VERY POWERFUL

SAND SLUGS

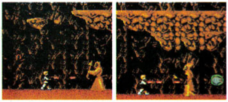
Sand Slugs are slow, but can still be a threat if you're not prepared for them. Exterminate them at a distance.

Slug Extinction

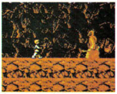
Use your blaster to get rid of the slugs. Kneel and fire as they approach. Look for slugs before you leap!



A There's no reasoning with a Tusken Raider. Take them out one at a time, collect the shield, and continue!



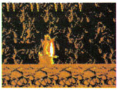
TUSKEN TACTICS

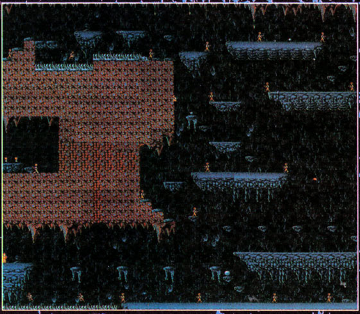


Get the Tusken Raiders to chase you to a safe spot. They can jump but cannot leap over pits.

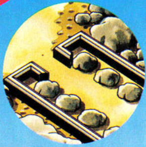
Hard To Beat

It takes a ton of hits to beat a Sand Person. Hold down the B Button to run to a safe spot, then pick them off at your leisure.

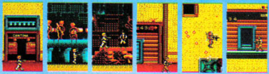




MOS EISLEY

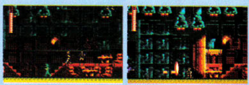


Mos Eisley is the base of operation for many bounty hunters and mercenary pilots. It's a great place to go to hide your past, or lose your future.



Han Solo

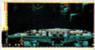
The hottest pilot around (or so the word on the street goes), he will take you anywhere—for a price. His ship may look like a rust bucket, but it has a few surprises inside its metal skin.



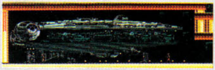
Han's blaster packs a powerful punch.

1 Fight Your Way To The Falcon

Once Han has joined your group, you should head for the Millennium Falcon. Stormtroopers, bounty hunters and vengeful Jawas will attempt to block your passage.

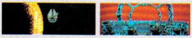


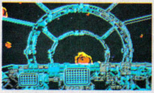
Try to collect your maximum of eight shields before you take off on the Falcon.



2 Alderaan No More

Luke and his friends are in for a surprise when they reach Alderaan, for only a swarm of planetoids remains of this once noble planet. It will take all your piloting skill to make it through this interstellar obstacle course.

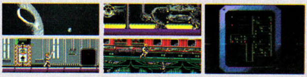




If you collected all the shields on Tatooine, you should be able to survive the journey through the planetoid swarm. But what force could have destroyed an entire planet?

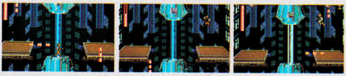
3 Death Star Rising

The Empire's greatest achievement is the planet-size war machine known as the Death Star. This sinister space station destroyed Alderaan and its next target is the rebel base. After surviving the remains of Alderaan, the Death Star captures the Millennium Falcon with its tractor beam.



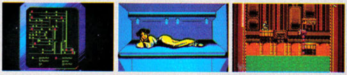
4 Power Down The Beam

Luke, Han, Ben and the 'droids must deactivate the Tractor Beam in order to escape the Death Star. Use R2-D2's ability to tap into the Death Star's computer network to view a map of the station. This will help you find the Tractor Beam's power source and destroy it.



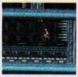
5 Save The Princess!

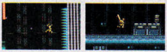
As Luke explores the Death Star, he'll learn that Princess Leia is imprisoned in the cell blocks. The task of rescuing Leia is a difficult one, but it is very important! From the cell blocks, Luke and his friends will end up in the Death Star's trash compactor—not a pretty sight!



6 Escape The Death Star

Once the tractor beam is out of commission, the group can escape. But like in the movie, Obi-Wan Kenobi will appear to lose his life in combat with Darth Vader covering the Falcon's break out.

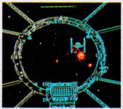




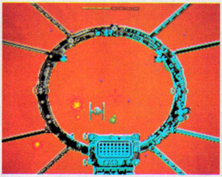
Escaping the Death Star is only beginning as Luke, Han and Leia make it to the Millennium Falcon.

7 TIE Fighter Pursuit

Grand Moff Tarkin and Darth Vader will send a token force of TIE Fighters after the Falcon. Even this small force can be dangerous if you don't shoot straight and true!

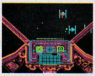


Use the Falcon's laser cannons to defend the ship against the TIE Fighter's green missiles. Shoot when you have an opening.

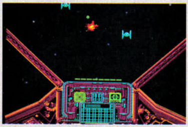


8 Assault On The Death Star

Using the Death Star plans in R2-D2's memory banks, the rebels plan an attack on the station with small X-Wing Fighters. Can these tiny fighters destroy the gigantic Death Star? They must, for the Death Star's next target is the rebel base!

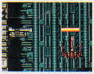


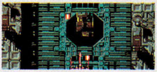
A force of TIE Fighters defends the Death Star against the rebels. During the fight against these, loyal co-pilot R2-D2 can repair your fighter's shields.



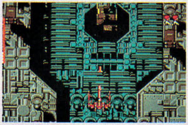
9 In The Trench

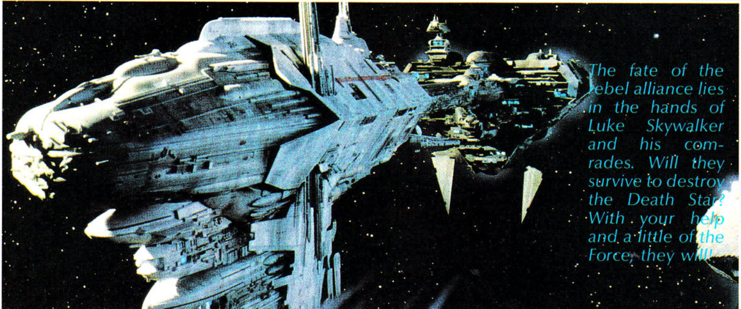
Your X-Wing Fighter has three torpedoes to use against the Death Star's single vulnerable point. To reach a good firing angle, you must run a gauntlet of defenses in a long access trench on the Death Star's surface. Use the Force, Luke!





The only way to destroy the Death Star is to hit the target in the very center. Line it up, time it and hit away!





The fate of the rebel alliance lies in the hands of Luke Skywalker and his comrades. Will they survive to destroy the Death Star? With your help and a little of the Force, they will!

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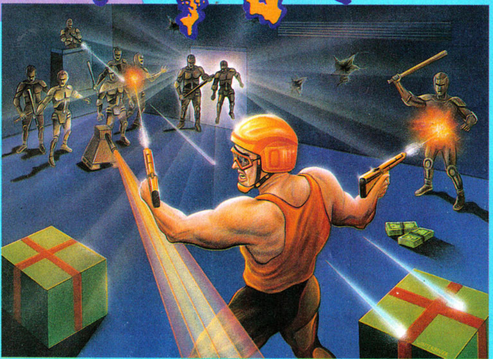
SMASH T.V.™

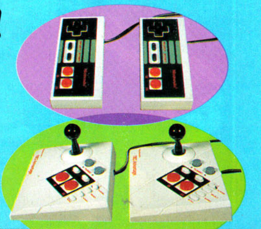


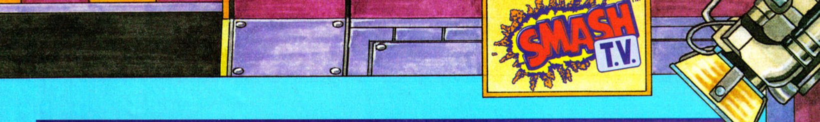
Don't touch that dial! Next on NPTV, stay tuned for a sneak preview of what is sure to be the hit game show of 1999—Smash TV. Acclaim is bringing this Bally/Williams pay-per-play arcade hit to the home screen. Now, you and a friend can enjoy the fun as you battle your way through a deadly arena filled with fabulous prizes, big money, and sudden extinction! Lock 'n load and get ready to smash for cash on Smash TV!!!

GAME PAK · DATA BOX		
SMASH TV		
Acclaim Entertainment Inc.		
MEMORY	1M×1M	
	MMC3	— —
POWER METER		
Graphics & Sound		2.6
Play Control		3.8
Challenge & Lasting Inf.		3.3
Theme & Fun		4.0

PLAY MODES GALORE!

The lure of big money prizes is enough to get most contestants to risk their lives in Smash TV, but wait, there's more! With the home version of Smash TV, you can double your excitement and fun by using two controllers simultaneously! One controls your movement, the other your weaponry. Any pair of controllers will work! So if you have a pair of NES Advantages, for example, you can simulate the arcade feel (just make sure you tape down the two controllers so they don't slip around, and don't forget to rotate your Advantages 90 degrees clockwise). With a NES Satellite or NES Four Score, two players can play with two controllers each.

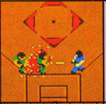




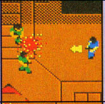
BLAST FOR BUCKS

To win the big bucks, you'll need to collect a ton of prizes and survive to defeat the Special Guest Opponent at the end of each circuit. And to do that, you'll need a lot of firepower. As you demolish each room, you'll get a chance to pick up special weapons and shields that will increase your chance of survival against the flood of foes.

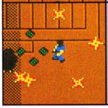
Your ammo meter tells you how much ammunition your current special weapon has remaining. Pick up "L" symbols to reload.



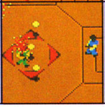
Your basic machine gun is what you'll be using most of the time. It has unlimited ammo, so fire continuously!



Rockets are a good weapon to use against Mr. Shrapnel, Robots and Special Guest Opponents.

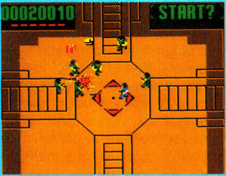


Grenades produce a greater radius of destruction, but don't have pin-point accuracy.



The Spread Gun lays down a fan of fire that can wipe out a lot of enemies. It's the best.

1. ARENA 1



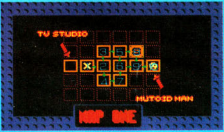
There's only one rule in Smash TV—shoot at everything! Master this technique and great riches will be yours!

2. COLLECT POWER-UPS!

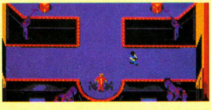
GOOD LUCK! YOU'LL NEED IT!

In case you haven't picked up on it by now, snagging Power-Ups greatly enhances your chances of success. But a little bit of luck never hurt anyone!

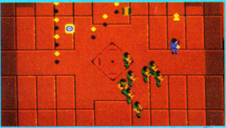
CIRCUIT ONE
MUTOID MAN MAYHEM



Welcome to Smash TV, America's hottest TV game show of 1999! You've been briefed on your weapons, now it's time to play the game! To warm up, you'll travel through Circuit One, lair of the menacing Mutoid Man! Along the way, you can pick up such valuable prizes as Toasters, VCRs or even a sleek 1999 Roadster! So what are you waiting for? Grab your partner and get ready to smash for cash!

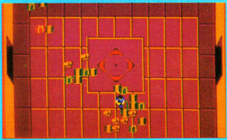


5. MEET MR. SHRAPNEL!



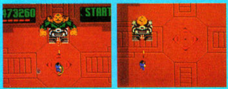
Mr. Shrapnel rolls around the edge of the room for a while and then explodes, spraying the area with shrapnel. You can shoot him repeatedly to destroy him before he explodes. Or, defuse them with a single hit from the Rocket weapon.

8. BONUS PRIZES



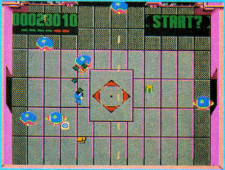
The upper route through the arena is better because you can score bonus prizes in this room. I love it!

10. MUTOID MAN



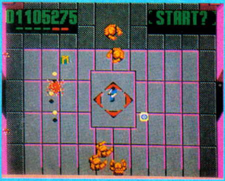
Our first and toughest Special Guest Opponent on Smash TV tonight is Mutoid Man! Dodge his charges and return fire until he can't take it anymore!

1. ORBS


00023010
START?

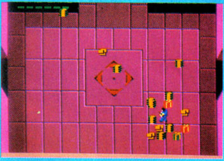
Keep your distance from the Orbs and hit them with any weapon you have. Try to stay out of their line of fire.

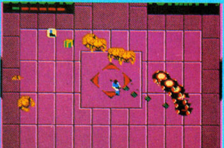
5. ENEMY INSTINCT


01105275
START?

This room begins with attacks by swarms of red orbs. After this deadly flurry, hordes of brown foot soldiers will charge into the arena. Against crowds like this, pure instinct alone will enable you to survive.

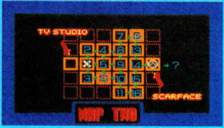
6. DEFEND ME





It's that time again! Get ready to grab bonuses and collect a load of cool cash! After you collect all the loot, get ready for the mindless streams of relentless attackers! They want a piece of the action, too!

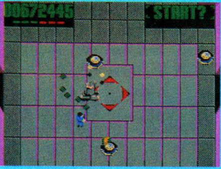
CIRCUIT TWO SCARFACE EXCITEMENT


TV STUDIO
7
8
2
4
8
13
X
5
9
4
→ ?
3
6
10
15
11
16
SCARFACE
MAP TWO

OK players, listen up! You made it through the first circuit alive and you're on your way to fame and fortune. But don't rest on your laurels yet—there's plenty more loot in the next Circuit, with even more fabulous prizes. And we're sure you'll like our next Special Guest Opponent, the sinister Scarface.

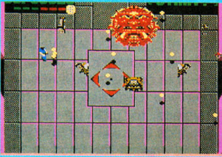
LUGGAGE
00967190

14. LASER DEATH ZONE


00672445
START?

Get ready for a robotic riot! Mechanical mayhem is the name of the game in this room!

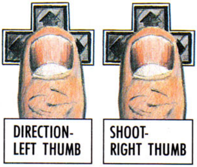
18. MEET SCARFACE



Introducing our next Special Guest Opponent, the fearsome floating head of death, Scarface! He's not as bad as he looks, and you should be able to take him out pretty easily.

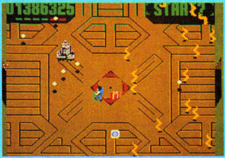
DOUBLE YOUR FIREPOWER WITH A PARTNER

Here on Smash TV, there are so many prizes, we think it's only fair that we allow you to bring a friend along. Two contestants means twice as much firepower, but it also means an extra pair of hands grabbing at prizes . . . Even though you're a team, it's the big money alone that separates one Grand Champion from the common chumps who merely survive . . .


DIRECTION-
LEFT THUMB
SHOOT-
RIGHT THUMB

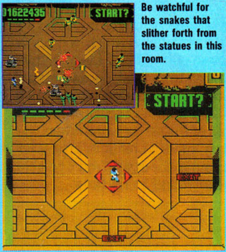
00341290
START?

1. TURTLES BEWARE


01386325
START?

There are no mutants or teenagers among these turtles–just murderous robotic units that want to end your prize fighting career.

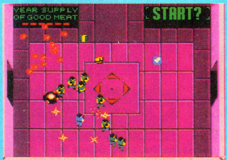
5. TEMPLE ALERT


01622435
START?
START?
EXIT
EXIT

Be watchful for the snakes that slither forth from the statues in this room.

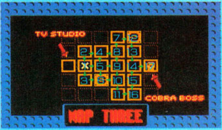
12. ENJOY MY WEALTH

ENJOY MY WEALTH


YEAR SUPPLY OF GOOD MEAT
START?

It's another chance to rake in big prizes in a mega bonus room! Just don't get so greedy that you forget about the enemies . . .

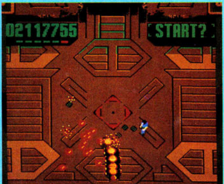
CIRCUIT THREE COBRA CHALLENGE


TV STUDIO
COBRA BOSS
MAP THREE

In Circuit Three, it's Prime Time and you're in for the fight of your life! Our next Special Guest Contestant is none other than the inhuman Cobra Boss! The only way you'll wrangle this pair of sneaky snakes is with super firepower and plenty of it! Good luck–you'll need it!

00872680
1098120
START?

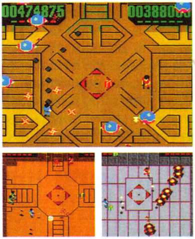
14. LAST ARENA


02117755
START?

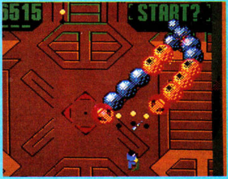
This may be the last regulation arena, but ahead is the final fight against Cobra Boss!

ARE YOU READY TO ROCK AND ROLL?

If you're prepared for some controller cord spaghetti, you can play two player simultaneous Smash TV with four controllers and a four player adapter. Whether you cooperate or compete, it's a lot easier to survive with double firepower. If you can't make it with two players, don't try to adjust your television set. Rather, you should take on a tamer game show challenge . . .


00474875
0038800

17. COBRA CHAOS



The twin Cobra Bosses are easier to defeat if you stay in one place. The chaotic movement pattern of these slippery serpents leaves no safe spot in the room. You're on your own!

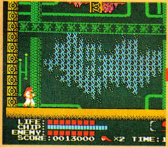
CLASSIFIED INFORMATION

KABUKI
Quantum Fighter

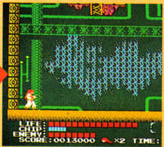
FROM AGENT #934

Chip Exchange

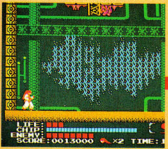
The Chips that power your special weapons in this hair-raiser can easily be exchanged for extra Energy while you're battling the enemies at the end of each area. As soon as you reach an area leader, press the Start Button to pause the game, then press Up on the Control Pad to take away Chips and add Energy. If you'd rather have more Chips and less Energy, just press Down on the Control Pad as the action is on hold. Press the Start Button to resume play and you'll be able to take advantage of this super power adjustment. Some area leaders are heavy hitters that move quickly. It's a good idea to bargain for more Energy when you fight them. When you take on other area leaders, you might benefit from having more special items.



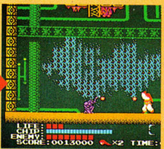
Pause the action when you reach an area leader.



Press Up to exchange Chips for extra Energy.



Press Down to exchange Energy for Chips.



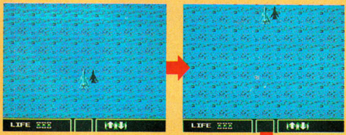
Resume play and start fighting!

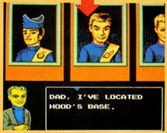
THUNDERBIRDS

FROM AGENT #454

Stage Skip

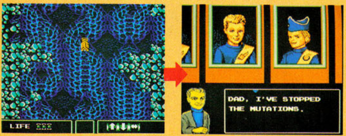
Stop the evil Hood with ease using the super Thunderbird fighters and a maneuver which will allow you to skip to the completion of any stage. While you're rocketing through an action-packed stage, press the Start Button to pause the game. Then press Up and Left on the Control Pad and the A, B and Select Buttons all at the same time. When you press the Start Button again to resume play, your ship will fly off to the end of the stage! You'll be able to get to the advanced round in no time.





DAD, I'VE LOCATED HOOD'S BASE.

Pause the game, then press Up, Left, A, B and Select simultaneously. You'll skip immediately to the end of the stage, ready to take on the even more challenging battles that lie ahead.



DAD, I'VE STOPPED THE MUTATIONS.

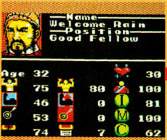
You can use this technique as often as you like to skip through one challenging stage or all of the stages and quickly soar to the end of the mission.

BANDIT KINGS™
OF
ANCIENT CHINA

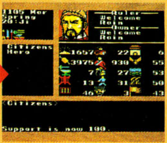
From Agent #635

Popularity Points

In this simulation game you must build your popularity to 250 before you can invade the Prefecture of the Evil Gao Qiu. You can cause your popularity to skyrocket by influencing the people of Prefectures 10 and 20. If you choose the role of Welcome Rain in Scenario Four you'll be in charge of Prefecture 10 from the beginning. Make it your goal to take Prefecture 20, next door. Once you control the Prefectures, raise the citizens' support in each to a rating of at least 95 by giving them rice. When it is time for your turn again, a message will appear saying that you have united the Prefectures and that the Bandit Kings have been banded together. This will increase your popularity by 100 points! Use other means to please the people and your popularity grows even more. Once your popularity has reached a total of 250 points, the Emperor will grant you the Imperial Edict which will allow you to attack the evil forces of the land.


Name
Welcome Rain
Position
Good Fellow

Welcome Rain's popularity begins with a moderate rating of 30 in the most advanced scenario.


1105 Mar
Spring
20:Ji

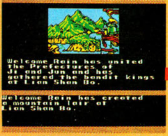
Ruler
Welcome Rain
Owner
Welcome Rain

Citizens
Hero

<Citizens>

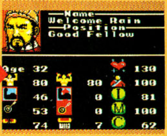
Support is now 100.

Have him give rice to the people of Prefectures 10 and 20 until his support rating is at least 95.


Welcome Rain has united the Prefectures of Ji and Jun and has gathered the bandit kings of Lian Shan Bo.

Welcome Rain has created a mountain lair of Lian Shan Bo.

At the next turn, you will learn that the Bandit Kings have banded together in a secret mountain lair.


Name
Welcome Rain
Position
Good Fellow

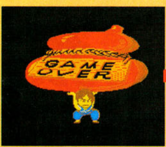
This action of diplomacy will earn Welcome Rain a major increase in popularity.

JACKIE CHAN'S ACTION KUNG FU™

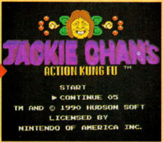
From Agent #826

Stage Select Plus

Send Jackie Chan to any stage and get 99 chances to continue with a special button-pushing technique. First, start playing and let Jackie's energy run out. After the game is over, the title screen will appear, showing five chances to continue. Before the title screen disappears, pick up Controller I and press the directions on the Control Pad and the A and B Buttons in the following order: Up, Up, Down, Down, Up, Down, B, A and Start. Then press the B Button on Controller II. The number "1" will appear next to the word "Start" on the title screen. This is the current stage number. You can change the number by pressing Up and Down on the Control Pad of Controller I. Then, before you start fighting, press the B Button on Controller II. The five chances to continue will instantly change to 99! Every time that you continue, the action will resume at the beginning of the most recent stage.

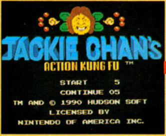


End the game intentionally by letting Jackie's energy run down to nothing.



START
▸ CONTINUE 05
TM AND © 1990 HUDSON SOFT
LICENSED BY
NINTENDO OF AMERICA INC.

On the title screen, press Up, Up Down, Down, Up, Down, B, A and Start on Controller I. Then press B on Controller II.



START 5
CONTINUE 05
TM AND © 1990 HUDSON SOFT
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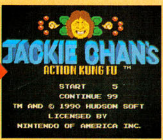
Change the stage number by pressing Up and Down on the Control Pad of Controller I.



START 5
CONTINUE 99
TM AND © 1990 HUDSON SOFT
LICENSED BY
NINTENDO OF AMERICA INC.

Press B on Controller II and you'll earn 99 chances to continue!

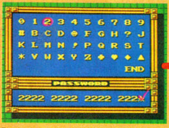
CLASSIFIED INFORMATION

ADVENTURES OF LOLO III

From Agent #938

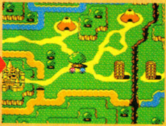
Cut To The Chase

You can quickly conquer the first three levels of this great mind teaser and make your way to the more challenging puzzles with a quick and easy password. Enter the number "2" in all of the password spaces. The game will begin, seemingly with all of the levels intact. Enter the first two levels, though, and you'll see that the egg and the key are just waiting to be picked up. Take those items to Level Three. You'll easily be able to create the rainbow bridge that leads to the other side.

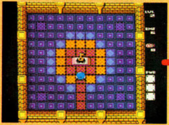


2222 2222 2222 222

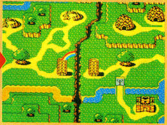
Enter the number "2" in all of the password spaces.



The levels will look like they are still in order.



Enter Levels One and Two to conquer them instantly.



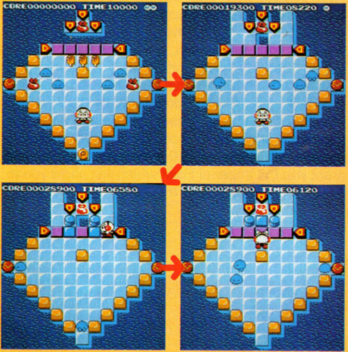
You'll bridge the gap to other side in no time.

KICKLE CUBICLE

From Agent #471

Special Game

If you manage to free all of the kingdoms in Kickle Cubicle, you're sent to the Special Game which features several super-challenging puzzle rounds. If you'd like to check out the Special Game before you master the rest of the game, just enter as your password the following: FbgJ IYAX. You'll be sent to the first round of the Special Game.



Enter the password "FbgJ IYAX", then follow these steps to complete the first round of the Special Game.

Wanted: Special Agents

A popular activity among Nintendo game experts is developinng tips and strategies. If you'd like to share your own special tips with us, send them in! Choose your own Agent Number (3 digits) and be sure to include it with your tips. Our address is:

Nintendo Power
Classified Information
P.O. Box 97033
Redmonnd, WA 98073-9733

NINTENDO
POWER

CLASSIC TIPS

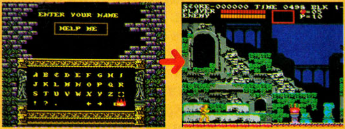
Just in case you missed them the first time, here are some of our agents' all-time favorites tips and codes. They should come in very handy while you're playing these winning games.

Castlevania III
Dracula's Curse

From Agent #710

Bonus Belmonts

Start your quest for the Count with 10 characters in reserve. Register as your name "HELP ME" and the game will begin with bonus Belmonts! Use "HELP ME" as your name whenever you enter your password and you'll have 10 fighters every time.


ENTER YOUR NAME
HELP ME
A B C D E F G H I
J K L M N O P Q R
S T U V W X Y Z
SCORE-000000 TIME 0498
PLAYER
ENEMY
P-10

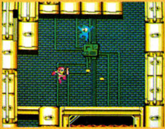
"HELP ME" helps you with 10 fighters in reserve. It'll help you get a lot closer to the Count!

MEGA MAN III

From Agent #067

Super Jump

While the Rush Coil does send Mega Man skyward four times as high as his usual jump, there's a technique that will allow him to jump even higher. Just press and hold Right on the Control Pad of Controller II and press the A Button of Controller I. Mega Man will jump the entire height of the screen.



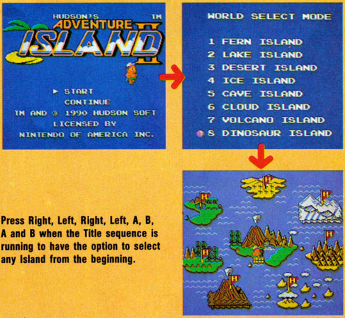
Press and hold Right on Controller II and press A on Controller I to send Mega Man soaring.

HUDSON'S
ADVENTURE ISLAND II

From Agent #909

World Select

Sail away to any of the eight Adventure Islands instantly with an easy to enter code. As the Title sequence is on the screen, press Right, Left, Right and Left on the Control Pad. Then press the A and B Buttons in the following sequence: A, B, A, B. The message "World Select Mode" will appear with a list of all of the Islands and a cursor pointing to Island 1. Move the cursor by pressing Up and Down on the Control Pad and press the A Button to begin on the desired Island. By using this code you can begin on an advanced stage of the game, though, you wont have any of the special items that you might collect in the early stage. If you're an inexperienced island adventurer, you may want to start from the beginning to make the later stages easier to conquer.


HUDSON'S
ADVENTURE ISLAND II
▶ START
CONTINUE
TM AND © 1990 HUDSON SOFT
LICENSED BY
NINTENDO OF AMERICA INC.
WORLD SELECT MODE
1 FERN ISLAND
2 LAKE ISLAND
3 DESERT ISLAND
4 ICE ISLAND
5 CAVE ISLAND
6 CLOUD ISLAND
7 VOLCANO ISLAND
8 DINOSAUR ISLAND

Press Right, Left, Right, Left, A, B, A and B when the Title sequence is running to have the option to select any Island from the beginning.

KickMaster™

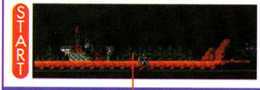
Vanquish Evil With Martial Arts and Magic

There's no need for weapons when you're a master of the martial arts. Jump into the action feet first and pulverize the forces of evil with lethal limbs as the Kick Master. The wily wizard Belzed has cast a spell upon the kingdom of Lowrel and kidnapped Princess Silphee. In a mission that combines elements of role-playing with pure action, you must fight to Belzed's Tower and earn experience along the way to learn advanced moves.

GAME PAK · DATA BOX		
KICK MASTER		
TAITO		
MEMORY	1M×1M	
	MMC3	−−
POWER METER		
Graphics & Sound		3.0
Play Control		3.8
Challenge & Interest		3.5
Theme & Fun		3.4

© Taito 1991

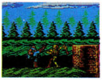
The Road To Belzed

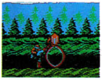


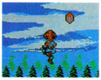
The Witch's Forest

Defeat The Evil Creatures For Powerful Items

As you quiet each of the creatures of the kingdom, they will release three items into the air. Collect these Power-Ups before they fall and you could earn experience, magic, bonus points or 1-Ups. Make sure, though, that you avoid the damaging skulls.


Defeat evil creatures with a powerful kick.


Three items will be released into the air.


Collect as many Power-Ups as you can.

Add Magic To Your Attack

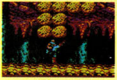
As you defeat the leaders of each stage and search the grounds carefully, you'll be able to accumulate as many as 12 different magic items. Some can be used as weapons and others will increase your hit points or help you get through difficult areas. Save your magic points and use them in tough predicaments.

BOUNCING BULB Toss a far-reaching magic ball at unsuspecting enemies.	WHIP LIGHTNING Blast all attacking enemies with several strong bolts.	?? SPELL This mysterious spell may or may not be useful.
MUSCLE BOOTS Wear these boots for added foot protection.	FORCE SHIELD Protect yourself with a glowing field.	PULSE WAVE Hit creatures with a wide wave of energy.
LIGHTNING SPIRIT Send down a surrounding shower of bolts.	LIFE UP 1 Refill a few valuable hit points.	HARPY MAGIC Fly to hard-to-reach areas with this uplifting spell.
EARTHQUAKE Shake up the area and freeze enemies.	TWIN POWER Create a decoy for attacking enemies.	LIFE UP 2 Refill most of your hit points with this spell.

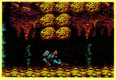
Control Your Kicks

As you gain experience and rise to new levels, you'll learn a host of kicking techniques. Soon, you will be a Kick Master of incredible power and control. Master the art of hitting enemies on the ground, kicking them out of the air and sweeping them off their feet.

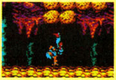
LEVEL 0
High Kick


The Kick Master's basic move is a super strong eye-level swipe.

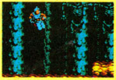
LEVEL 0
Sweep Kick


Hit enemies that are low to the ground with a foot-sliding sweep.

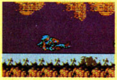
LEVEL 0
Vertical Press Kick


Hit creatures that are directly above you with this acrobatic move.

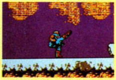
LEVEL 1
Knee Drop


Leap into the air and come down with an enemy-crushing knee drop.

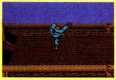
LEVEL 2
Sliding Kick


Surprise your enemies with a super quick sweep and slide.

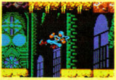
LEVEL 3
Double Front Kick


Attack your enemies with both feet flying using this advanced High Kick.

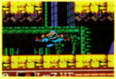
LEVEL 4
High Roundhouse Kick


Kick, plant and kick again to ward off approaching enemies.

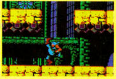
LEVEL 5
Flying Kick


Clear the air of flying creatures with this forceful feet-first maneuver.

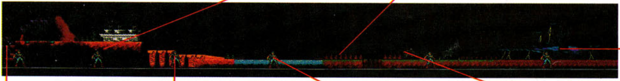
LEVEL 6
Double Butterfly Kick


Use this move to swirl around and knock out enemies on both sides.

LEVEL 7
Blazing Flip Kick


Cut through creatures with the power of a buzzsaw.

Is Full Of Danger

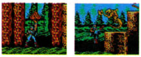


The Quest Begins

The instruction booklet reviews the first three stages in detail. Here's a quick recap. You'll begin in the forest of an evil Witch. Defeat the low-level inhabitants of this wooded area with ease and collect experience.

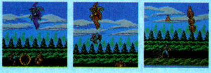
Stage 1: The Witch's Forest

One swift kick will flatten any of the enemies in the forest. Defeat them quickly, then jump up to collect experience points and other Power-Ups.



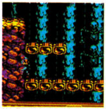
Stage Leader

The Witch of the forest drops two small monsters as she flies. Defeat one of the monsters, then avoid the other one as you target the Witch.



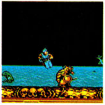
Stage 2: The Caverns Of No Return

The creatures in this underground passage are considerably more challenging and have much stronger offenses than the enemies in the forest. Try to collect both Magic points and Experience points as the Power-Ups are falling. Then use the Bouncing Bulb to clear difficult areas.



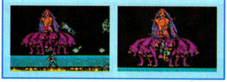
Walk through the cavern wall pictured to find the magic Muscle Boots.

Jump out of the muck repeatedly to speed up your trek across the swamp.



Stage Leader

Use the Bouncing Bulb to curb the canines, then use it to hit the creature's mid-section.

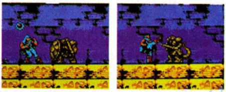


Stage 3: Belzed's First Stronghold

Belzed has abandoned this fortress but he has left behind an army of evil soldiers. Carefully make your way through the passages of the stronghold and try to take on the enemies one at a time. You might find yourself in serious trouble if they manage to attack as a group.

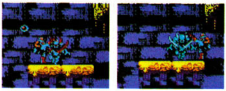
Hit And Run

Wait for the mutants at the beginning of the stage to lift their shields, then move in quickly and give them a swift kick before they have a chance to fight back.



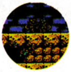
Freeze The Wizard

You can stop the magic creature in the middle of the stronghold from disappearing and reappearing by hitting it quickly and repeatedly.

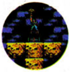


Break The Boulders

Kick your way through this boulder-filled passage and you'll find the mysterious ?? magic spell. Then take on the first Stage Leader.

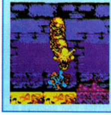


Kick the boulders to clear the passage.



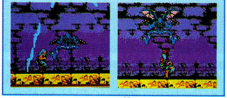
First Stage Leader

You'll only encounter this small creature if you go by way of the boulder-filled passage. Attack it swiftly and you'll be able to get several hits in while it's frozen.



Second Stage Leader

The huge Bird that heads the stronghold can shower down three bolts of lightning. Avoid the bolts, then go after the Bird with a Vertical Press attack.



Stage 4: The Bottomless Crevasse

Use the Bouncing Bulb to take down enemies from a distance in this rocky area and you'll have less of a chance of being knocked into the crevasse. Watch your footing and carefully leap from cliff to cliff.

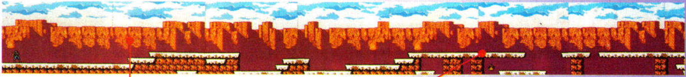
ADVICE FOR The Advanced Kick Master

CLEAN-UP

Once you've learned the Sliding Kick and Knee Drop, you can use these swift moves to collect two or three of the items that enemies leave behind.

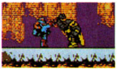
PASSWORD POINT

Your Password only keeps track of your current stage and experience level. It does not note your accumulated experience points. Try to reach the next experience level before you note the Password or the additional points that you have collected will be wasted.



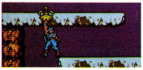
Slam The Sloths

Quickly take care of the slow-moving creatures near the beginning of the stage and collect valuable Power-Ups.



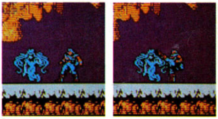
Float And Collect

Walk off the edge in this area and you'll collect the Life-Up 2 magic.



Stop The Magic

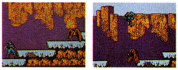
A Magician rapidly disappears and reappears in this area. Try to hit him as soon as possible and avoid the spike in the center.



Be careful of the spike as you go after the Magician.

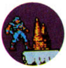
Eagle Ambush

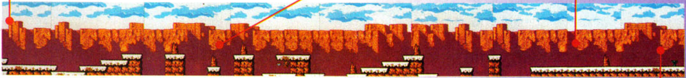
Eagles drop down and fly straight at you as soon as they reach your eye-level. Avoid them!



Pointed Perch

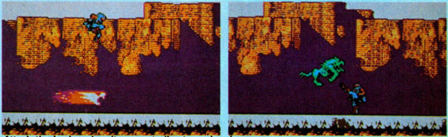
Spikes come out of the ground near the cliff edges. Watch them before you jump, then move when they retract.





Stage Leader

The lion-like stage leader attacks in charging fireball fashion. Leap out of the way when it's charging, then attack when it temporarily returns to its solid state. The Knee Drop and Bouncing Bulb are both effective.



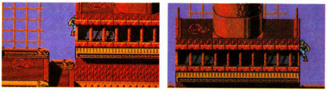
Attack the leader when it momentarily stops charging.

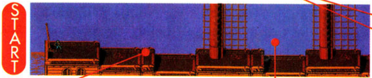
Stage 5: On Board The Ship Of Strife

As you sail to the shores near Belzed's Haunted Tower, you will encounter relatively weak enemies. This is a good opportunity to collect a lot of Experience and Magic points.

Second Floor Find

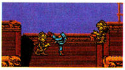
Kick your way into the second floor of the ship's cabin and you'll discover some well hidden Power-Ups. They're yours for the taking!





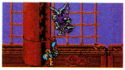
Skeleton Surprise

The bony sailors on board are vulnerable to your attack while they lift their swords. Slide in!



Hawk Drop

Birds of the sea fly by and attack. Use the Vertical Press Kick to clip their wings.



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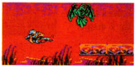
Stage 6: Across The Swamps

Try to stay on the platforms and stay out of the swamps while you traverse this tricky terrain. You're getting mighty close to Belzed's Tower. It pays to be able to move quickly and freely while you're taking on the advanced creatures of the kingdom.

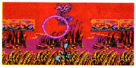
Magic Show

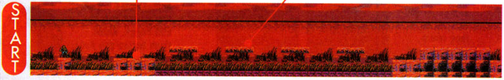
Several weak Magicians appear here. Hit them as soon as they show up.

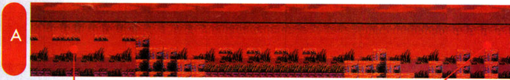


Blast The Birds

Stop the Birds mid-flight in this section with a few quick kicks in the air.

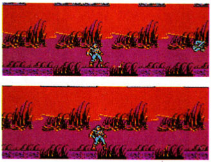






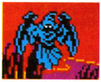
Lean And Collect

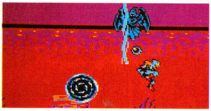
Stand with one foot on and one foot off the lowest blocks to collect a few hidden Power-Ups.



Lightning Attack

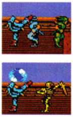
The Magicians that attack with lightning will follow you into tough territory unless you take care of them right away. Use Flying Kicks.





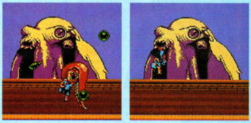
Martial Arts Maniacs

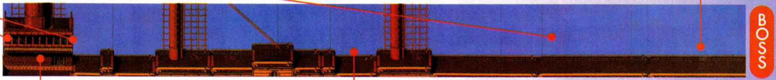
The fighters come out in force toward the end of this stage. Take them out with Sliding Kicks or Knee Drops. Try to avoid being surrounded or you'll lose hit points in a hurry.



Stage Leader

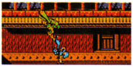
The Octopus at the far end of the ship attacks with its three free arms. Take on the arms one-at-a-time while you avoid the rock shower. Then go after the left section of the head.





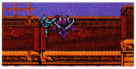
Air Attack

This winged beast swoops down toward the center. Hit it with a Vertical Press when it peaks.



Disappearing Act

You've encountered Magicians like this one in Stages Three and Four. Keep hitting them and run.



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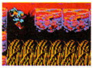
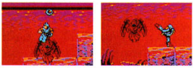
Drop In For Magic

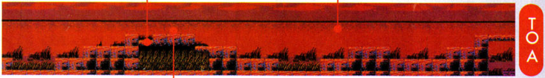
The Force Shield magic is hidden in the tall grass below. Stand on the low block of the platform and it will give way.



More Magicians

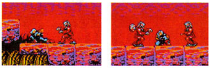
A new group of Magicians appear here. Attack them as soon as you see them.

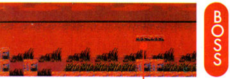




Mummies Move In

The slow moving Mummies attack with fireballs. Hit them quickly.

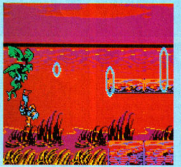


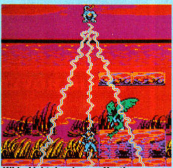


Stage Leaders

Two winged creatures swoop down and send out powerful waves at the end of the swamp. Wait on the sides for them to reach the peaks. Then attack them with a kick or Whip Lighting.

Avoid the waves and wait for the creatures to fly to the sides.





Whip Lightning is an effective weapon against these strange birds.

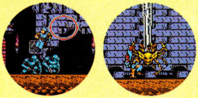
The Fight Goes On

You've made your way through six stages of this long battle, but two still remain. The key to victory is in collecting as many Power-Ups as you possibly can and using your magic wisely. Build up to Level Seven experience and you'll be able to power through the stages with ease by using the Blazing Flip Kick. Hurry! Belzed awaits!

Stage 7:

A Long Way From Home

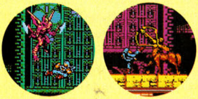
A huge Bat, an evil Spider and many more mutants will attempt to stop short your trip to the tower. Fight to the end and you'll earn Earthquake magic.



Stage 8:

Belzed's Haunted Tower

Finally! Princess Silphee is here, and so is Belzed. First, though, you'll have to take on his many minions. Good luck!



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WURM™

JOURNEY TO THE CENTER OF THE EARTH!

GAME PAK · DATA BOX

WURM

ASMIK

MEMORY	1M×1M	
	MMC3	——

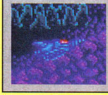
POWER METER	
Graphics & Sound	4.0
Play Control	3.3
Challenge & Lasting Inf.	3.5
Theme & Fun	4.0

PREPARE YOUR SHIP FOR A DRILLING JOURNEY!

The VZR-2 is missing and presumed lost—with its crew of Lemurian explorers from the Overworld. Moby, dauntless pilot of the VZR-5, is determined to worm her way into the Underworld with the ship's powerful drills to find them. She knows that the it's dangerous territory. History shows that the world was united and peaceful some thirty million years ago, but that tranquility has given way to the fractured and hostile earth of Moby's day.

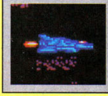
ADAPT TO THE UNDERWORLD ENVIRONMENT

VZR-T: TANK FORM



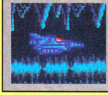
As you begin in Nonmalta, you control the VZR-T, the Tank Form of the WURM. At deadends, press Up and A to activate your drill and tunnel through the earth.

VZR-A: AERIAL FORM



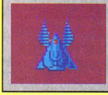
In some areas, you can switch to VZR-A, Aerial Form, and increase your fire power. The VZR-A can pass through walls of earth by using its shield power.

VZR-H: HOVER FORM

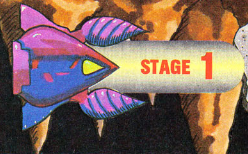


Before you drive off the edge of the first cliff, press Up and A to change to the Hover Form, VZRT-H. While hovering, press Up and A to activate your drill.

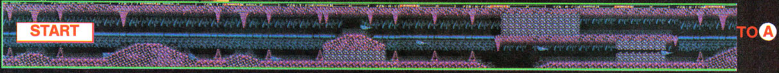
VZR-H: TWIN DRILL

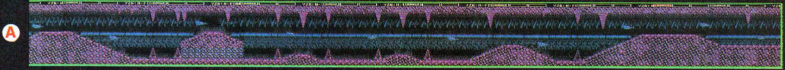


Although it doesn't fire as quickly as the Aerial Form does, the Twin Drill form, VZR-H, is the best ship to use on the dense walls in the overview stages.

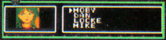


After you drill through the earth's crust and enter the first cavern, learn to handle and maneuver the Tank and Hover Forms. You will rebuild Shield Power as you go, but you must defeat enemy missiles to recover Fuel Power. The first stage is deceptively easy, but when an angry inhabitant discovers your presence, he will trigger an earthquake in an attempt to bring your journey to an abrupt halt. Before you fight, talk to all of your crew members!

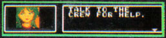


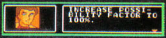


Bemul, a Proto-Bio Monster, blocks your path in Stage 1-2. Each time you meet it, get advice and points from the crew. They can either give or take Possibility and Life Points, so be selective about who you Talk to.

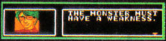

▶MOBY
DAN
LOCKE
MIKE

Press B and select Talk. Moby will tell you to Talk to the others.

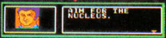

TALK TO THE CREW FOR HELP.

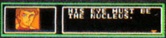

INCREASE POSSIBILITY FACTOR TO 100%.

When you first Talk to Dan & Locke, they increase Possibility.

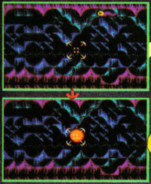

THE MONSTER MUST HAVE A WEAKNESS.

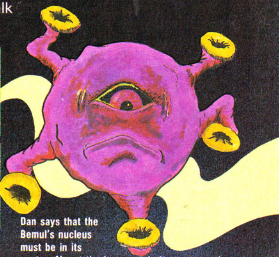
Some members aren't very helpful, others actually take points away!


AIM FOR THE NUCLEUS.

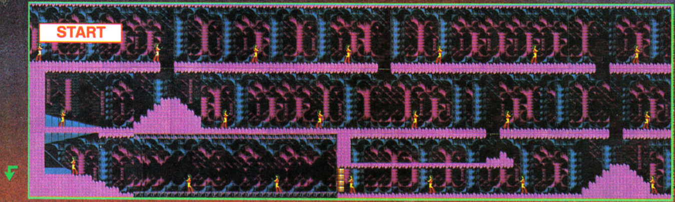

HIS EYE MUST BE THE NUCLEUS.

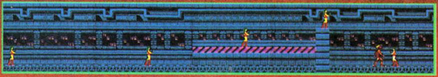
They also hint at monsters' weaknesses and suggest weapons to use.


When the Bemul explodes, it leaves behind Bemulings that appear in other areas. Search and destroy them to raise Possibility Points.


Dan says that the Bemul's nucleus must be in its center. Aim at the huge eye in its center and fire away. If your Possibility is at 100%, one shot is enough.

In Stage 3, Moby leaves the safety of the ship to explore the cavern. At its opening, she finds a mysterious Blue Crystal. She also finds the lost VZR-2 and a surviving crew member who gives her a key to the Underworlders' Lab and a stern warning to beware of their leader, Zolda.





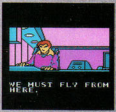
Zolda isn't as tough as he looks. When you beat him, you'll gain a valuable new crew member, the G-13 Robot.

STAGE 2

DYNA CRYSTAL

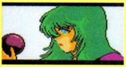
It can be difficult to reach the end of Stage 2-1 because fuel is sometimes hard to find. When you reach Stage 2-3, Trinitite, be sure to include G-13 in your conversations with the crew. He will give you sage advice and increase your Possibility Points significantly.

MONTOL LAKE

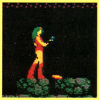


After the first cavern, the VZR-5 must lock into Aerial, Twin Drill Form to follow the path of the missing VZR-3.

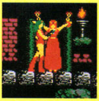
HIEROGLYPHICS! WHAT CAN THEY MEAN?



A Red Crystal! Moby finds another intriguing treasure.



Moby finds the Stone Tablet and realizes that the VZR-3 was attacked here. There must be a hideout near!



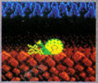
Find Diane, the Princess of Dinamur, and free her from Zolda's imprisonment. She will join your crew.

STAGE 3

MAGMA FALLS

When you defeated Zolda in the final cavern of Stage 2, he came here, to Magma Falls. Moby finds a Green Crystal near the cavern's opening, then she finds Dan, who tells her that the VZR-5 is history! She must free the other crew members who are being held in the Lab.

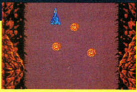
SNEAKY SNAILS



These Snails are nearly impossible to beat, and when they roll up in a ball and come after you, they cause serious damage. Don't waste your fuel fighting them—do a fly-by.

THE UNDERGROUND VOLCANO

You can't destroy the Lava balls that come at you from the sides in Stage 3-3. Switch to VZR-A before you begin. It's faster, which will make maneuvering past them to 4-4 easier. There you'll find some of your missing comrades.

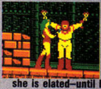


STAGE 4

ZIGGY

Moby finds the Yellow Crystal in Stage 4, but she still doesn't know what they're for. When she meets Bandal, Moby's sure that he's the Underworld's biggest brute . . . isn't he?

MOBY'S FATHER

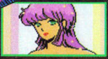


When Moby finds her father safe in Stage 4, she is elated—until he breaks the bad news about Ziggy. Now, she's more determined than ever to get to the root of the Underworld evil.

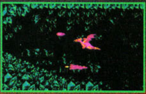
STAGE 5

A DUAL DUEL

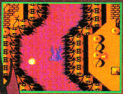
The King of the Underworld is held prisoner in the Volcanic City, but neither he nor the people of Dinamur will be free until two power-hungry pretenders to the throne are defeated. Can Moby restore peace to the Underworld? When she places the Crystals as the king instructs, it appears that nothing happens. But then, appearances can be deceiving.



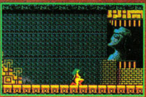
Sowne, the Princess of Gaia, is awaiting your rescue.



Fierce enemies attack relentlessly in 5-1.

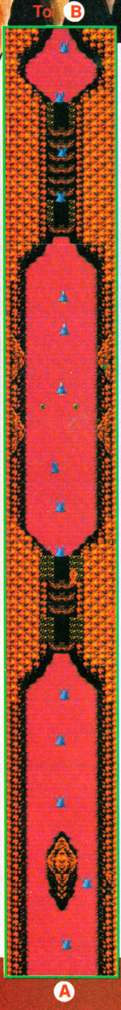


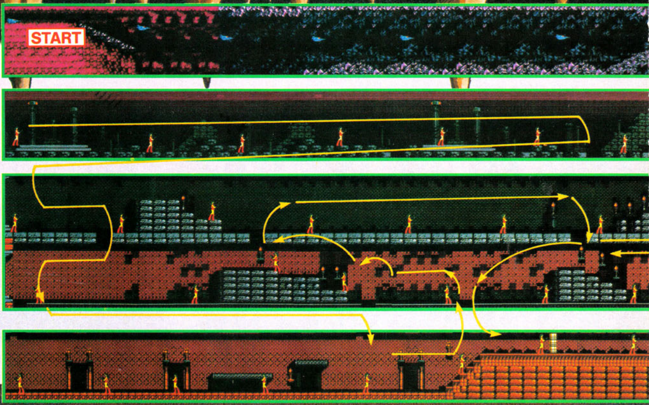
Don't touch the blocks that suddenly appear!



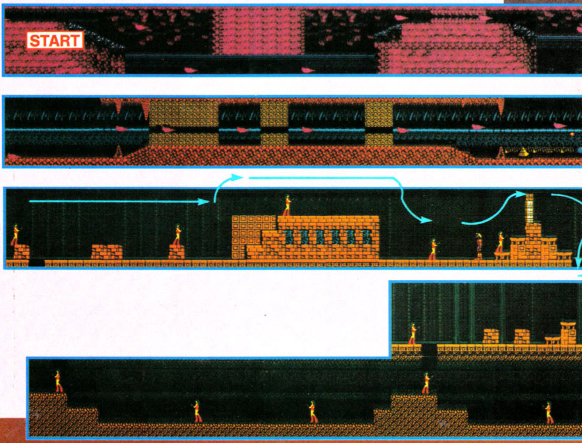
A determined Moby leaves the crew behind and faces the fiercest fight of her life—alone.

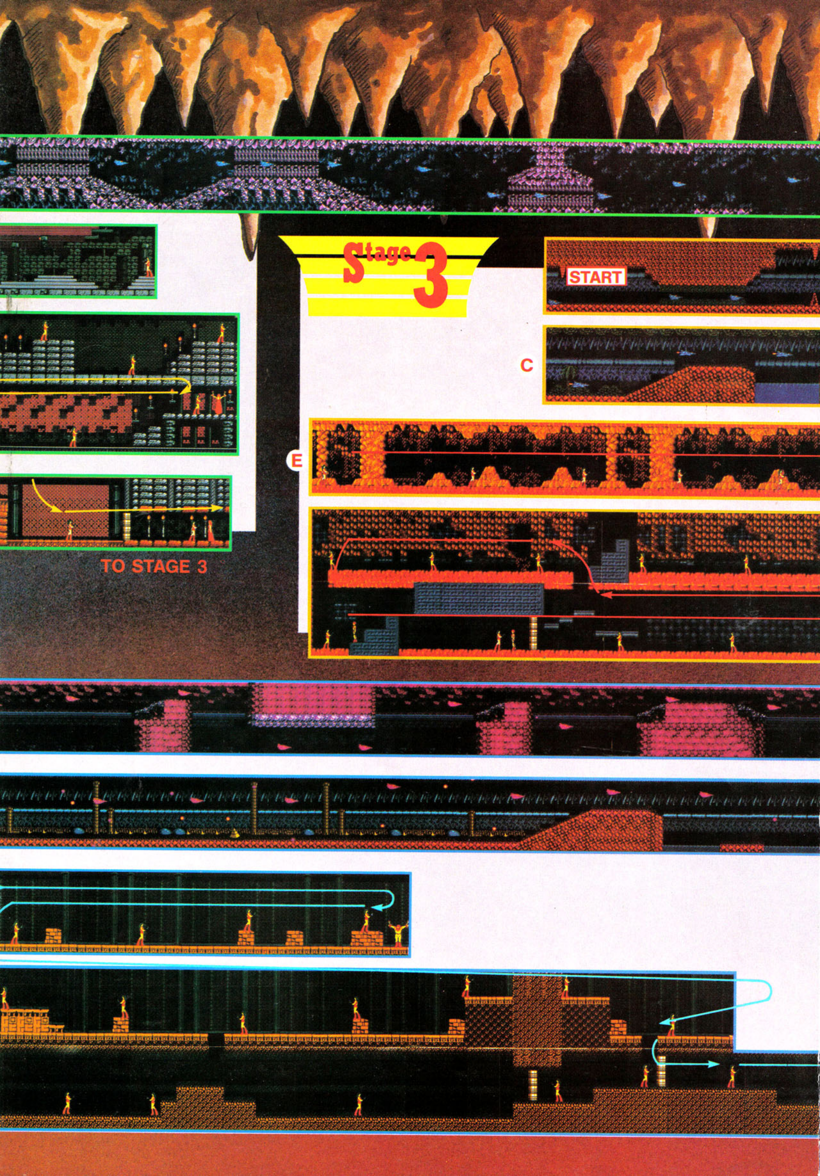
Stage 2



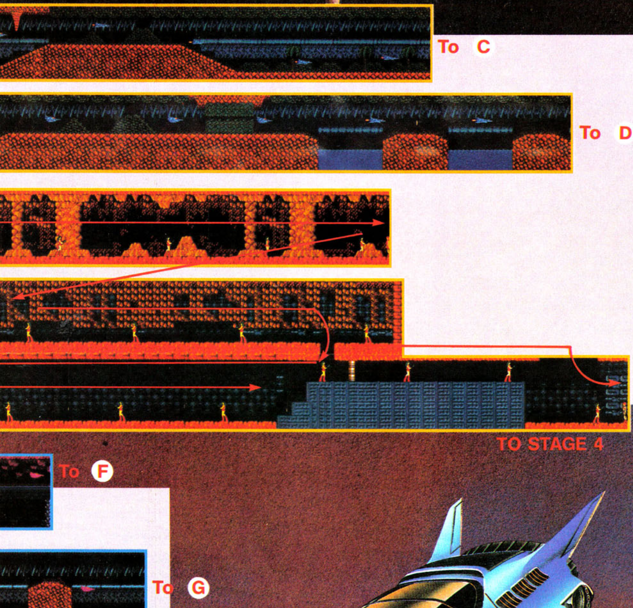


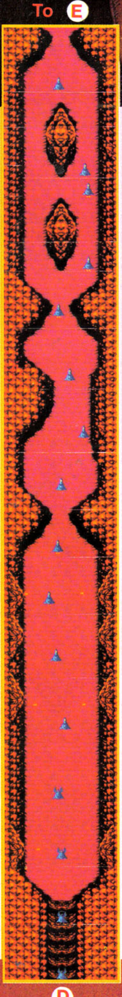
Stage 4

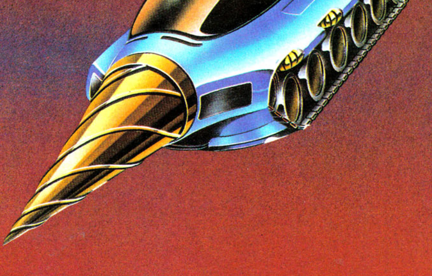



Stage 3
START
C
E
TO STAGE 3

WURM

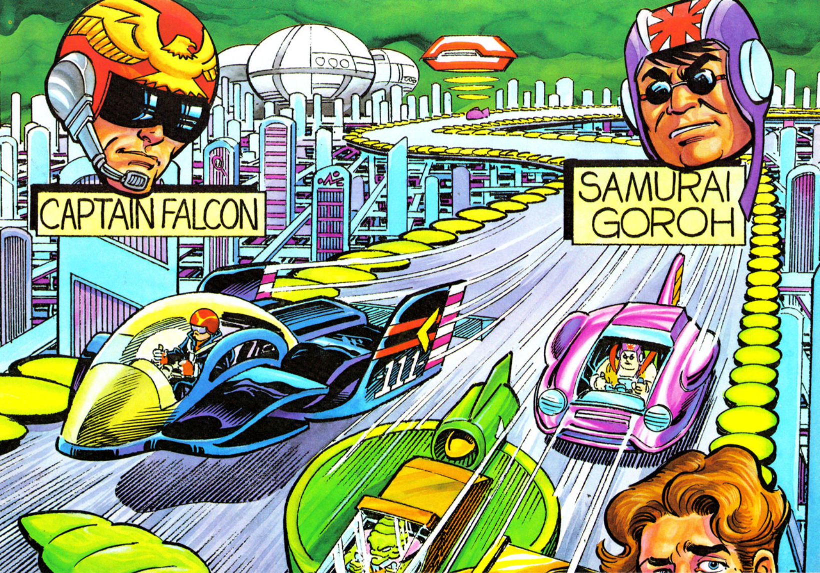

To C
To D
TO STAGE 4

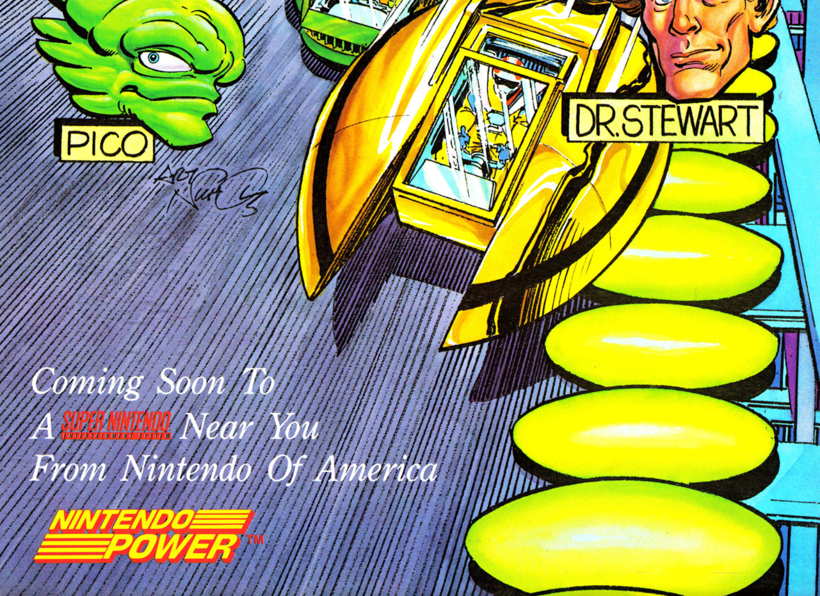




F-ZERO™

Serious Speed In The 26th Century


CAPTAIN FALCON
SAMURAI GOROH
111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A SUPER NINTENDO ENTERTAINMENT SYSTEM Near You
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NINTENDO POWER TM

SPECIAL FEATURE

GAME BOY™

The Final Fantasy Adventure gives an action-packed twist to the popular role playing series this issue.

FINAL FANTASY ADVENTURE
New Game
Continue
© 1991 SQUARE SOFT
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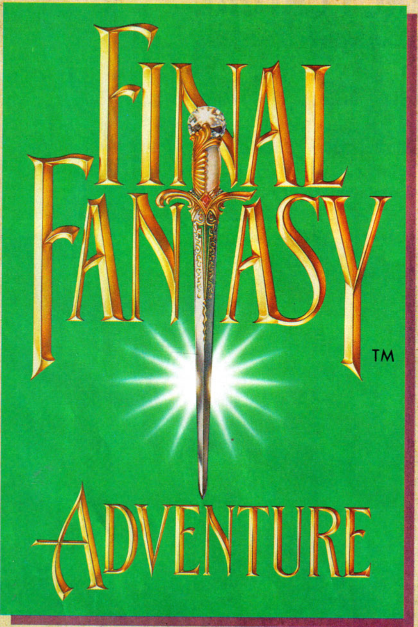
PRESS START TO BEGIN
(1 OR 2 PLAYERS)
TECMO BOWL
▶1PLAYER
2PLAYERS
COACH
TM AND ©1991
TECMO INC.
LICENSED TO NINTENDO
OF AMERICA INC.
Nintendo GAME BOY™
DOT MATRIX WITH STEREO SOUND
BATTERY
SELECT
START
B
A

FINAL FANTASY ADVENTURE

MARBLE MADNESS

TECMO BOWL


FINAL FANTASY ADVENTURE
TM

The Fantasy Continues

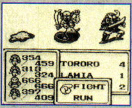
This popular fantasy game series keeps getting better with every exciting sequel.

Final Fantasy (NES)

NEST
HOMA
GAIL
DAN
HP 402
HP 316
HP 249
HOMA
COCTRICE

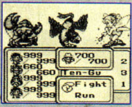
Long a favorite in Japan, Final Fantasy quickly became one of the top hits for 1990 in the U.S. The brave Light Warriors faced dangers by land, sea and air as they battled the forces of Chaos.

Final Fantasy Legend


954 459
313 324
666 666
397 409
TORORO 4
LAMIA 1
2
FIGHT
RUN

Game Boy players didn't have long to wait for the first Final Fantasy series game for the handheld system. The Light Warriors had a new mission, but the R.P.G. format closely matched the original NES hit.

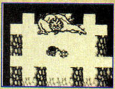
Final Fantasy Legend II


999 999
660 660
999 999
999 999
700/700 2
Ten-Gu 3
1
Fight
Run

Bigger than the original Final Fantasy Legend, FFL II kept the R.P.G. format, but added more characters and a more involved story.

FINAL FANTASY ADVENTURE BREAKS NEW GROUND

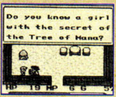
Final Fantasy Adventure from Square Soft adds the new ingredient of close combat action to the traditional R.P.G. formula, and the mix is awesome! Not only do you explore a vast world, uncover its secrets and undertake a quest to set it free, you also leap into the fray with a sword or axe flashing in your hand.



A Perfect Balance

Finally there's an R.P.G. Adventure, with the overhead action view that made The Legend of Zelda a megahit and the character growth that keeps players enthralled with Final Fantasy.

Level up!
HP/MP recovered!

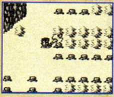


Do you know a girl
with the secret of
the Tree of Mana?

Increasing your experience level is vital to your success, but so is gathering information and clues.

More Innovations

What's new? Magical weapons that do much more than send foes fleeing, "helping" characters who fight with minds of their own, a vast overworld of 256 screens, plus dungeons, castles, and more.



Bogard: NEST....
NEST: .. Bogard!
How've you been?

Characters you meet may team up to help you while weapons often help clear a new path.

© 1991 SQUARE SOFT

WHERE NO GAME HAS GONE BEFORE

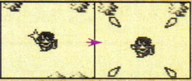
Just adding the action mix to a sprawling R.P.G. would have been enough to make most players happy, but Final Fantasy Adventure goes much further. You have almost total control of everything from building your hero to using weapons and items. Even the animation adds to the fun.

Animated Spells

Seeing is believing, and in FFA you not only see the effect of your magic spells, you see them in action. Visual clues make the adventure seem much more real. Even sound plays a key role.

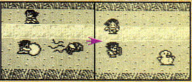
HEAL

When you use Heal, the poison flies from your hero's body.



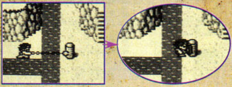
ICE

The Ice spell chills out foes, turning them into virtual snowmen.



Weapons With A Difference

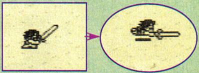
These weapons aren't just used to wallop enemies; each weapon has a special use all its own. There are many obstacles facing you, and not all of them attack. What do you do about a tree in the path, or a gorge you can't cross? Try a weapon as a tool.



The Chain lashes out like a whip and keeps enemies at bay. But if there is a post on the far side of a stream or gorge, the Chain wraps around it and pulls you across.

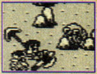
Max Attack!

Most weapons have a special attack, like the Silver Sword which shoots you across the screen. Let the Attack Meter reach its maximum and fire.

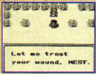


Helping Characters

These characters travel with you in dungeons. When attacked, they fight back. This means you have extra fire power.



Direct a helper's attack by moving toward the enemy.



Let me treat
your wound, NEST.

Helpers may have hidden powers. Find out by using the Ask command.

Custom Heroes

Each time your experience level rises, you have the choice of which attribute to increase. If you want a great fighter, keep choosing Power and Stamina. Magic users require Wisdom.

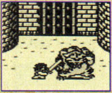
STAMINA High Stamina means you will last longer in battle.	**POWER** Increased Power makes each attack more effective.
WISDOM Greater Wisdom results in being able to cast more spells.	**WILL** Higher Will increases the speed of the Max Attack Meter.

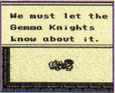
The Adventure Begins With A Deadly Duel

There is nothing beautiful about agony and pain, but as a gladiator in the court of the Dark Knight, you are forced to battle monsters to amuse the evil monarch. Your adventure begins in the ring from which none have escaped.

Tales Of Truth

The monster is slow and moves back and forth near the top of the den. Approach from behind him and whack him a few times, then dodge back.



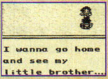


We must let the
Gemma Knights
know about it.

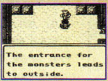
The fading gladiator tells you of the lost Gemma Knights who once protected the precious Mana Tree. Now the Knights are gone and the Tree is endangered.

One Way Out

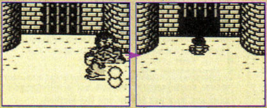
If you defeat the monster, you will return to the dungeon where a dying cohort tells you of the Gemma Knights. A girl named Amanda and another woman tell you that the only way to escape is through the monsters' den. So be it. You seek your freedom.



I wanna go home
and see my
little brother...

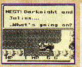


The entrance for
the monsters leads
to outside.

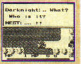


The Power Of The Mana Tree

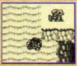
No sooner do you escape than you come across the Dark Knight arguing with a man named Julius about the magical Mana Tree.

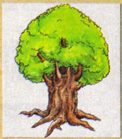


NEST: Darkaight and
Julius....
..What's going on?



Darknight: .. What?
Who is it?
NEST: .... !!



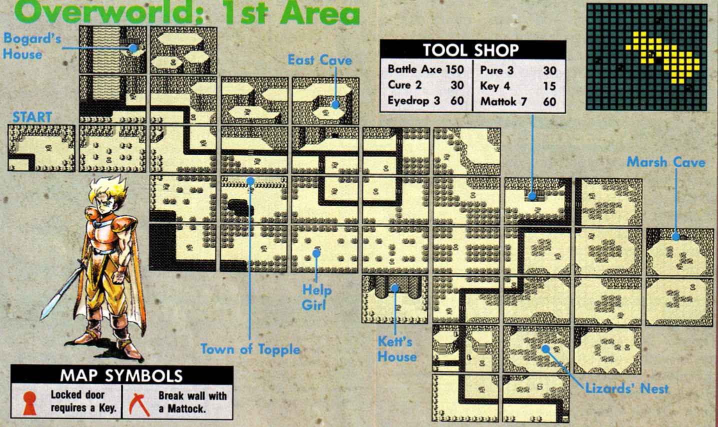


While eavesdropping, you are spotted by the Dark Knight. He chases you to the brink of the cliff and pushes you over.

The Search For Bogard & Cibba

Your quest begins at the foot of the great waterfall. There is no returning to the Dark Lord's castle, so you begin to wander about. Nearby, the town of Topple provides safety and information, but you can't stay long. Along with a girl you rescued in the forest (who you named at the beginning of your adventure), you set out to find two wise men—Bogard and Cibba.

Overworld: 1st Area



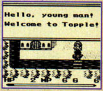
TOOL SHOP

Battle Axe	150	Pure 3	30
Cure 2	30	Key 4	15
Eyedrop 3	60	Mattok 7	60

MAP SYMBOLS

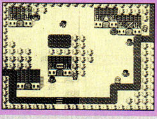
Locked door requires a Key.	Break wall with a Mattock.

Travel To Topple


Hello, young man!
Welcome to Topple!

Waking up at the foot of the cliff, you are surrounded by a wilderness. Defend yourself against the beasts and go to Topple where you can rest at the Inn, buy items, and talk to people.

TOWN OF TOPPLE

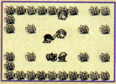


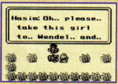
Inn··············10

Weapon Shop
Broad Sword·60
Iron Helmet·140

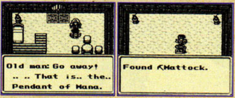
Item Shop
Cure 2·40
Pure 3·30
Eyedrop 3·60
Key 4·15

Rescue The Girl, Then Seek Bogard




Hasim: Oh.. please..
take this girl
to.. Wendel.. and..

In a forest near Topple, a girl and her brother are beset by beasts. You plunge into the fray with sword drawn and rescue the pair. But alas, the brother is mortally wounded. His final request is that you take his sister to Wendel.


Old man: Go away!
.. .. That is.. the..
Pendant of Mana.

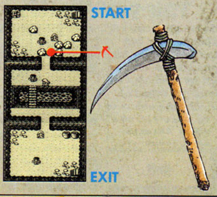
Found Mattock.

At first, Bogard refuses to speak, but he will change his mind and give you advice and the Mattock.

Through The East Cave

Bogard advises that you pass through the East Cave on your way to Wendel. Break stones in the cave with the Mattock.

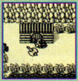
EAST CAVE



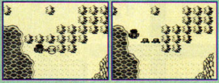
Great Buys

Buy the Battle Axe in the shop beyond East Cave. Also purchase extra Keys and Mattocks.

The Battle Axe



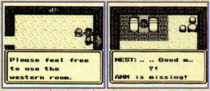
The Battle Axe is one of the most useful weapons and tools you can have. In battle, it is a fearsome weapon. Normally, the Axe is swung, but when the Attack Meter is at maximum strength the Axe is thrown with stunning force. It also cuts down trees.



Not all chopped trees leave a stump.

The Mystery Of Kett's House

When you reach Kett's House you'll learn the Cure spell and you'll meet a strange guard. In the night, the girl vanishes, and the next day you'll set out to rescue her.



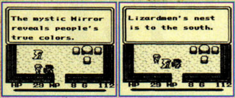
Please feel free to use the western room.

NEST: .. .. Good m.. ?! ANN is missing!

Treachery awaits you in Kett's halls.

THE MIRROR

Two men who are also staying at Kett's House have valuable information for you. They tell of a mirror that reflects the true form of a man, which is needed to save the girl. The mirror is in the Marsh Cave, but to enter that cave requires a key, and the key is guarded by fierce lizardmen.



The mystic Mirror reveals people's true colors.

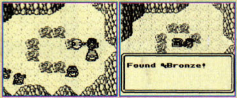
HP 29 MP 8 6 112

Lizardmen's nest is to the south.

HP 29 MP 8 6 112

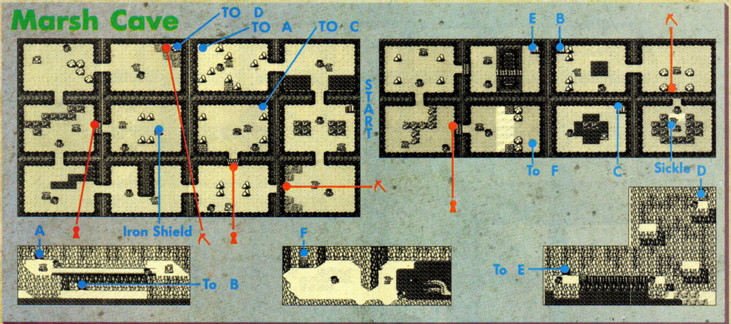
THE KEY

The Lizardmen live in a swampy nest near Kett's House, but they won't give up their precious Bronze Key without a fight. You'll have to battle them one by one. Make use of the Cure magic to recover your Hit Points when they get low.



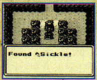
Found Bronze!

Marsh Cave



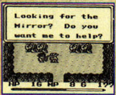
Inside The Marsh Cave

With the Bronze Key you can enter the cave. Once inside, you'll meet a man who says he will help you. As you explore the cave, hit the walls and listen for the sound of secret passages.



Found Sickle!

Search the second floor thoroughly until you find the Sickle. You'll need it later in the cave.

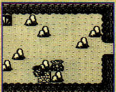


Looking for the Mirror? Do you want me to help?

HP 16 MP 8 6 177

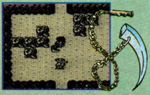
Your helper will aid you in battle with the cave creatures. His arrows will not harm you.

In many caves you will find triggers in the floor that activate hidden doors.



The Sickle

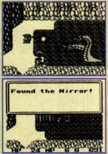
This sharp, curved blade swings around you in a circle. At Max Attack, it swings wider.



The Sickle mows down swamp plants.

Battle The Hydra

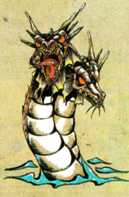
The two-headed water dragon breathes fire. Attack the heads from the top of the pond and use Cure to recover HP.



Found the Mirror!

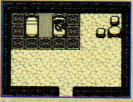
HP 24 MP 6 6 651

Victory earns you the Fire spell and Mirror.

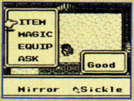


Return To Kett's House

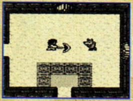
With the Mirror in hand, go back to Kett's, but recover your strength with a good night's rest before challenging the guard with the Mirror. You'll need the strength for your next quest.



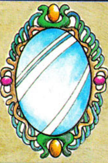
Restore HP and MP by sleeping.



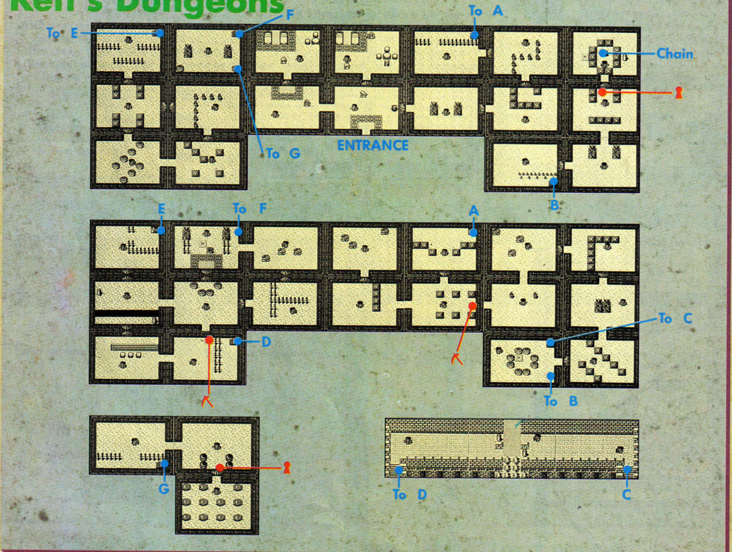
Select the Mirror as an item.



Defeat the true form of the guard.

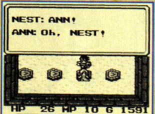


Kett's Dungeons



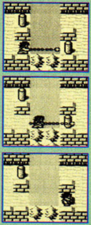
Dungeon Duties

The dungeons beneath Kett's House are vast, but the girl is held captive somewhere in the depths. There are triggers and secret passages, and enemies everywhere. The girl lies, unmoving but alive, in a casket in the lowest room.

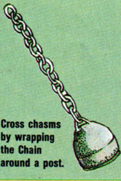


NEST: ANN!
ANN: Oh, NEST!

The Chain



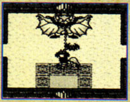
To find the girl, you must have the Chain. At maximum power, it has a longer reach.



Cross chasms by wrapping the Chain around a post.

Vanquish The Vampire

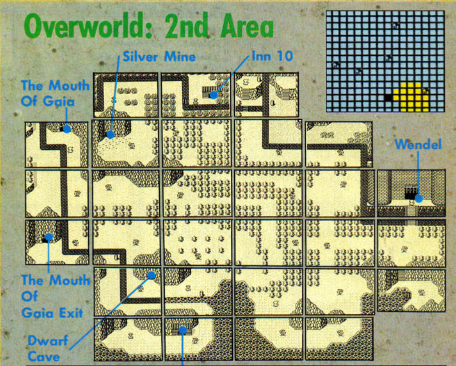
With the girl at your side, return to the entrance and prepare to face Mr. Lee, a vampire. Dodge the bats and attack him in front. If you win, you will earn the spell of sleep (SLEP).



Bats fly out of the vampires' cloak, but they are slow enough to dodge. Use the Chain to attack the fiend.

Wendel And Beyond

Now your quest leads west to Wendel. Use the Chain to cross streams. The castle town of Wendel has inns, shops and many people to talk to, but the temple is where the action is. In the temple you will meet the second wiseman, Cibba, and there you will begin to learn the terrible history of this land.

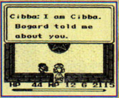

Overworld: 2nd Area

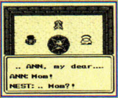
ITEM SHOP

Cure 2	40
Pure 3	30
Eyedrop 3	60
Key 4	15
Mattok 7	60
Oil	500

Revelations

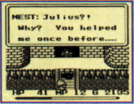
Much is revealed in the temple, first by Cibba, then by a visitation from the girl's mother. Now the girl is revealed as a great power, as her mom was before her.


Cibba: I am Cibba. Bogard told me about you.

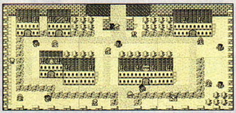

.. ANN, my dear....
ANN: Mom!
NEST: .. Mom?!

The Betrayal

Even more surprises await you at Cibba's temple. Julius, the man who helped you in the Marsh Cave, kidnaps the girl and sets monsters loose on the town! Cibba gives you Heal magic before you set off in pursuit of Julius.


NEST: Julius?! Why? You helped me once before....

TOWN OF WENDEL



Inn	10
Item Shop	
Cure 2	40
Pure 3	30
Eyedrop 3	60
Key 4	15
Mattok 7	60
Weapon Shop	
Broad Sword	60
Iron Helmet	140
Iron Shield	185
Iron Armor	315

WINNING TIPS

Restore Rooms

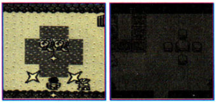
In many caves and dungeons you'll find special rooms where there are no enemies, just a quiet pond. Stand on the bottom shore and push Up on the controller to restore your strength.

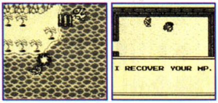
Handy Helpers

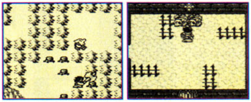
Since helpers attack in the direction that you move, you can help guide their attacks. Even more important, use the Ask command to find out what special help they can give.

Don't Give Up

In a world as vast as this, you are bound to run into many dead ends, traps and puzzles. Try everything. Hit walls, chop trees, step on triggers, and save the game when you get important items or raise your level.

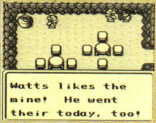



I RECOVER YOUR MP.

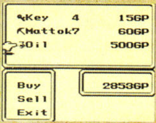


The Mouth Of Gaia

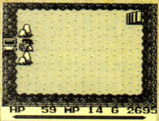
To pursue Julius' airship into the west, you must enter Gaia—a living dungeon of earth and stone. Gaia has a taste for silver, and won't swallow anything else. Luckily, there's a silver mine nearby. With the aid of Watts, a dwarf, you'll get the silver and get Gaia to "swallow" you.


Watts likes the
mine! He went
their today, too!

First visit the Dwarf Cave to learn about Watts and the trolley car in the mine that you must use.

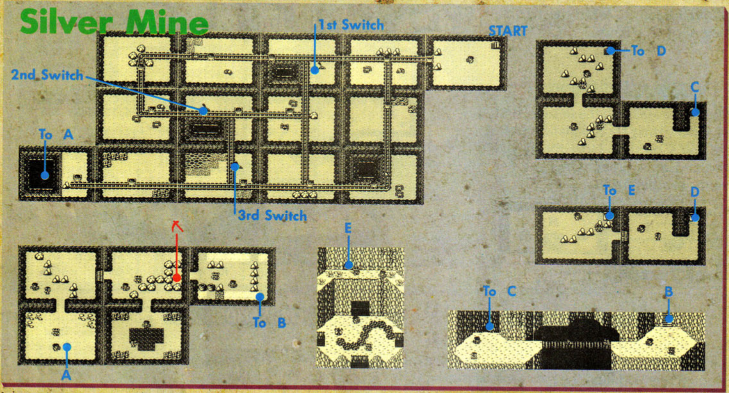

Key 4 15GP
Mattok7 60GP
Oil 500GP
Buy
Sell
Exit
2853GP

Buy oil in the shop in the south to lubricate the mine trolley, which hasn't been used in ages.



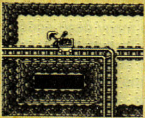
Once you get into the mine, select the Oil as an item. Get ready for a wild ride through the mine!

Silver Mine

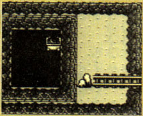


Make The Switch

As the trolley zips at breakneck speed along the narrow tracks in the mine, you'll pass three switches. Use the Sickle to hit the switches and change your track. Ignore the first switch, but hit the second and third.



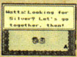
The Sickle gives you the best chance to hit the switch as you rocket past.



The end of the line is a black pit. You'll fall to the bottom, but that's what you want.

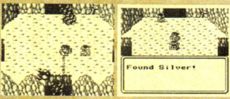
Watts Is Waiting

At the bottom of the mine shaft, you'll be greeted by Watts, a dwarf who has come to look for silver. If you find the silver, he'll make you armor and a sword.


Watts: Looking for
Silver? Let's go
together, then!

Bop The Megapede

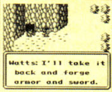
A giant megapede guards the treasure of silver at the end of the mine. He races out one of four tunnel holes and snakes across the open space. Wait for him at the next hole and bop him.

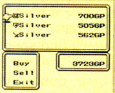

Found Silver!

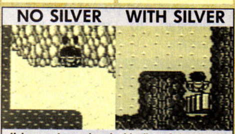
The Megapede's head is it's weakest spot.

Tastefully Equipped

Give the silver to Watts and he'll fashion some fine armor and a silver sword back at the Dwarf Cave. Equip yourself with these items, then go to the Mouth of Gaia and enter.


Watts: I'll take it
back and forge
armor and sword.


Silver 700GP
Silver 505GP
Silver 562GP
Buy
Sell
Exit
3723GP



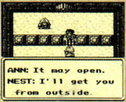
Unless you're equipped with silver, Gaia will spit you out.

All Aboard The Airship

On the northern peninsula of the island in the lake is Julius' airship. Make sure you have extra Cure, Keys and Mattocks, then climb the anchor chain. Somewhere in the hold is the girl. You'll have the help of Bogard, but the ship is huge and filled with a dangerous and motley crew.

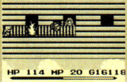
Below Deck

Make your way through the first hold, battling monsters and unlocking doors. The girl is in the second hold, but you can't reach her. There must be another way.



ANN: It may open.
NEST: I'll get you from outside.

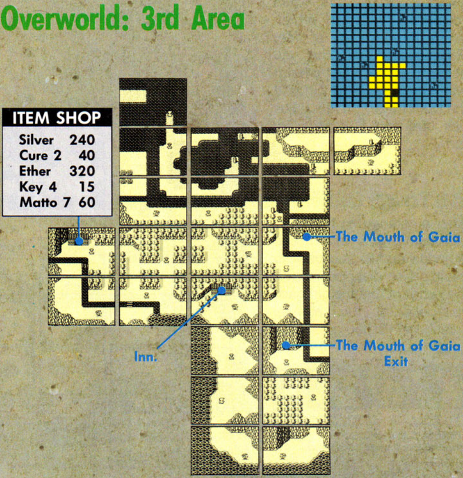
Go outside to the gangplank where you can reach the girl.



HP 114 MP 20 G16118

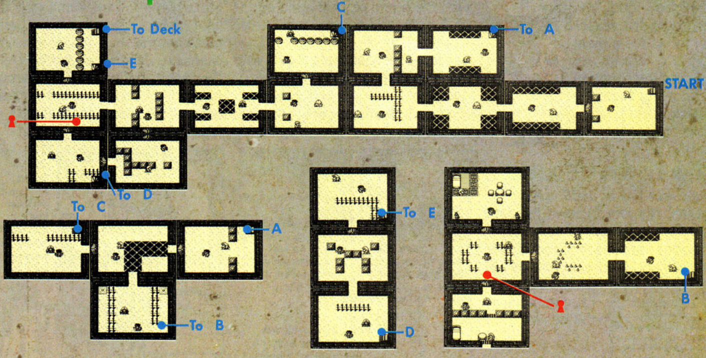
Get ready for another fall. No sooner do you reach the girl's window than Julius shows up and pushes you off the airship.

Overworld: 3rd Area



ITEM SHOP	
Silver	240
Cure 2	40
Ether	320
Key 4	15
Matto 7	60

The Airship

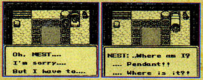


The Adventure Has Just Begun

It's at times like this, when you've been pushed off an airship, thousands of feet above the ground, that you begin to wonder just what it will take to save the girl and the Mana Tree. So far, Julius has outfoxed you at every turn.

The Town Of Menos

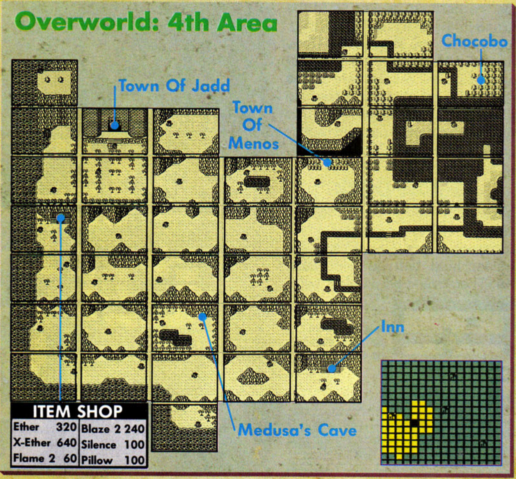
After crashing into the heart of Menos, your old friend Amanda nurses you back to health, then disappears with the pendant that the girl gave you aboard the airship. Treachery? Perhaps she has a good excuse.


Oh, NEST....
I'm sorry....
But I have to....

NEST: ..Where am I?
.... Pendant!!
.... Where is it?!

Amanda does not seem like a traitor.

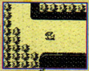
Overworld: 4th Area



ITEM SHOP

Ether	320	Blaze 2	240
X-Ether	640	Silence	100
Flame 2	60	Pillow	100

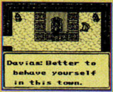
The Road To Jadd



Strange tales of a creature called the Chocobo send you searching the northern forest for a giant egg. No sooner do you find the egg than a hatchling Chocobo appears and mistakes you for its mother.

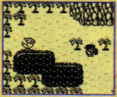
The Town Of Jadd

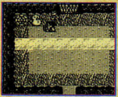
The castle city of Jadd is ruled by Davias. Rumors in town indicate that Davias is not to be trusted. One boy requires a bribe of the Bag of Fang before he reveals his clue. Get the Fang in battle in the desert.

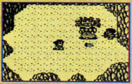

Davias: Better to behave yourself in this town.

Medusa's Cave

The clue "Palm trees...and 8" means you should go to the oasis with the figure eight shaped pond and walk around the two palm trees in a figure eight. The entrance to Medusa's Cave will open. Inside, Amanda helps you find the Ice spell and Medusa. Medusa's teardrop will uncurse the parrot.

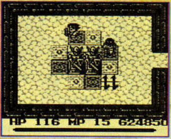

Walk in a figure eight around the two palms. This triggers Medusa's Cave to open.


Use the Ice spell to freeze enemies into snowmen. Push it over the door trigger.

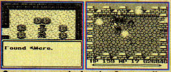

In the battle with Medusa, Amanda is wounded. A tragedy occurs.

Back In Jadd

With the Tear obtained from Amanda, turn Lester from a parrot into a human. Then, with Lester by your side, venture into the vast underground maze below Davias' Mansion. Search for the WereAxe then seek out Davias. Be prepared for the fight of your life on the ramparts of the castle. You'll need full Magic Points for Cure spells.



In the room with four triggers, walk counter clockwise from the right trigger to open the passage.


Found ⚔Were.

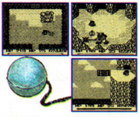
Save your magic for the Cure spell.

The Dark Vs. The Light

As the adventure carries you further into danger, the struggle becomes that of the Dark Knight vs. the Light Warrior. Once Davias is destroyed, the Harpist plays again and the poison gas clears from the northern valley, allowing you to move on. March north toward the Dark Knight's castle where the girl is imprisoned.

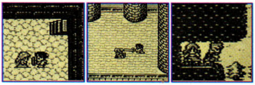
1. Return To The Castle

The path to the Dark Castle passes through several caves and across a bridge of no return. Be sure to find the Morningstar, a powerful mace that is used against Golem. Once you pass over the bridge to the castle, the bridge will crumble and you must go on.



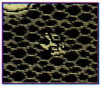
2. Inside The Castle

Worm your way through the sewer into the castle and find the girl. She will be your helper in this crucial stage, but you will also need the help of the mighty Bloodsword. Another fall awaits you!



3. Bogard Is Back

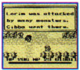
After the fall, you'll find Bogard waiting, and a scientist who can transform your faithful Chocobo into Chocobot—a sort of submarine. Then Bogard bids you to visit Cibba once more.



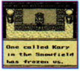
With the Chocobot you can sail, or at least paddle beneath the sea.

4. The Frozen Town

Monsters have frozen nearly everyone in this town, but one man tells that the monster Kary is responsible. You must go to Kary's cave and battle the fiend, but that is only the beginning of a series of dangerous quests.



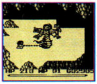
Lorim was attacked
by many monsters.
Cibba went there.

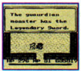


One called Kary
in the Snowfield
has frozen us.

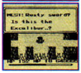
5. Kary & The Guardian's Cave

The flame weapon will help you defeat Kary. Cibba will then tell you the legendary "Rusty" sword is in the Guardian's Cave. You should return to Cibba with it and learn of the Crystal that must be broken.





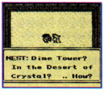
The guuardian
monster has the
Legendary Sword.



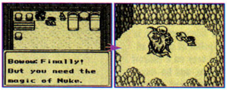
NEST: Rusty sword?
Is this the
Excalibur..?

6. Liche's Island

Liche, the Earth Fiend, is one of the most powerful enemies you'll face, but you must defeat him to get the Nuke spell that breaks the Crystal. By now your levels should be in the forties.



NEST: Dime Tower?
In the Desert of
Crystal? .. How?

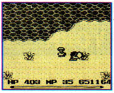


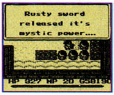
Bowow: Finally!
But you need the
magic of Nuke.

With full power, go in to attack Liche.

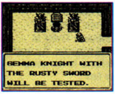
7. The Mystic Sword

There are many Crystals, but only one will reveal a new cave when Nuked. Inside that cave you will find the power to restore the legendary strength to your mystical sword. Look for the Mystic Symbol.





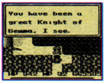
Rusty sword
released it's
mystic power....



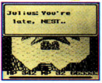
GEMMA KNIGHT WITH
THE RUSTY SWORD
WILL BE TESTED.

Falling Up

Finally, it is your turn to follow Julius up the waterfall. Talk to Cibba first. Here, before the final battles, you prepare to learn whether you are indeed a Light Warrior.

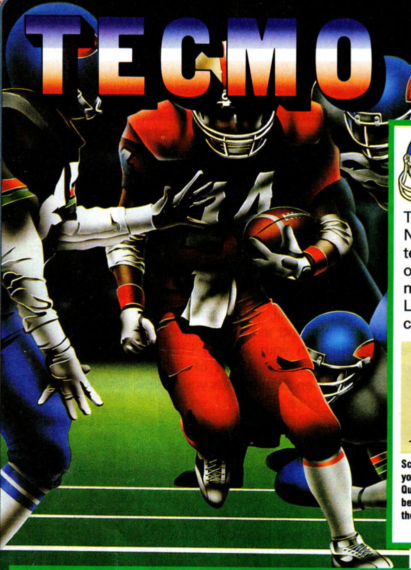


You have been a
great Knight of
Gemma, I see.



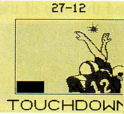
Julius: You're
late, NEST..

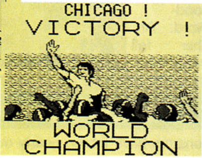
TECMO BOWL™



TECMO BOWL BRINGS THE GRIDIRON TO GAME BOY!

The new version has all the smooth, fast action of NES TB, with the same teams and rosters. Each team has its own talents and specialities, based on the abilities of its players. There are three modes: One Player, Two Player (using a Game Link) and Coach mode, which allows you to choose your own formations. Ready to try your hand? It's kickoff time!





Scoring a touchdown gets you a high five from the Quarterback. Can you beat enough teams to win the tournament?

TM&© 1991 TECMO INC.

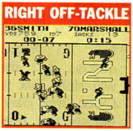
THE TWELVE TEAMS OF TECMO BOWL

The teams and lineups are the same as in Tecmo Bowl for the NES, which means they date back to about 1988.

★ WASHINGTON ★

With #36 Timmy Smith at Running Back, the right off-tackle is the strongest play for Washington.

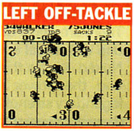
RIGHT OFF-TACKLE



★ DALLAS ★

Herschel Walker. Left off-tackle. Enough said.

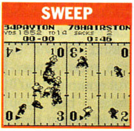
LEFT OFF-TACKLE



★ CHICAGO ★

Let Walter Payton run his sweep. Michael Singleterry holds up his end on defense, making this a very good all-around team with the best running attack in the game.

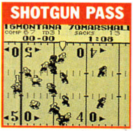
SWEEP



★ SAN FRANCISCO ★

Who else but Joe Montana? Use the shotgun bomb. Our Game Counselors say San Francisco has the best passing attack in the game. Joe can run, too.

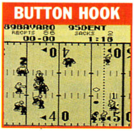
SHOTGUN PASS



★ NEW YORK ★

Phil Simms throws the ball for New York, and his receivers run a nice buttonhook pattern. Select Lawrence Taylor at linebacker for the best defense in the game by far!

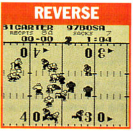
BUTTON HOOK



★ MINNESOTA ★

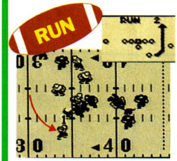
Anthony Carter plays both wide receiver and kickoff return for Minnesota. He is capable of going all the way on a kickoff return, and he runs a very mean reverse play.

REVERSE

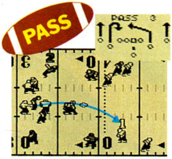


OFFENSE: YOU HAVE TO SCORE TO WIN

Each team has four offensive formations from which to choose. Each team has a particular play that works especially well, depending on the talents of its players. You must learn the strengths and weaknesses of every team to win the tournament.



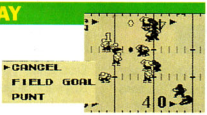
Is the ball down close to the hash marks? If so, you might not be able to sweep that way.



When your receiver is open, press A to pass. Be careful or you'll be intercepted.

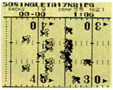
SPECIAL PLAY

On the fourth down you can punt, attempt a field goal, or go for the first down. You can choose these on other downs by pressing B.

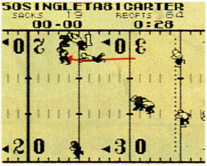


A GOOD DEFENSE MAKES ALL THE DIFFERENCE

You have a lot of freedom of movement when on defense. Choose a player to control; he can intercept passes, sack the Quarterback, block a hole anywhere in the line, or dive for the feet of the ball carrier.

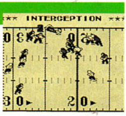


While the offense is getting set, press A to select the player you want to control.



INTERCEPTIONS

A good defensive player can intercept passes. If you see a pass unfolding, choose a receiver and try to get between him and the ball. If you choose the right receiver you will automatically make the interception. Good luck!



★ INDIANAPOLIS ★

Number 20, Albert Bentley, returns the kickoffs and is the star of this team. But you've also got Eric Dickerson running the ball. Many Nintendo Game Counselors consider him to be the best single player in this game. Run him off-tackle and see what you think.

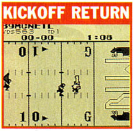
OFF-TACKLE

20BENTLEY 77JEFFCOAT
30
40

★ CLEVELAND ★

Another team where the specialist is the star. Cleveland's strongest play is the kickoff return, with Gerald MacNeil, #89, running it back. This is a good all-around team that has three (count 'em, three) players named Johnson.

KICKOFF RETURN



★ SEATTLE ★

Running Back Curt Warner shows off his stuff with a powerful sweep. Run him up the sidelines for best results. Seattle loves Steve Largent as wide receiver but wonders if Brian Bosworth is worth that big contract. On defense press A three times and decide for yourself.

SWEEP

28WARNER 78HAND
00-00 0:51

★ MIAMI ★

Quarterback Dan Marino throws a deadly accurate shotgun pass to some good sets of hands. Fill the air with footballs, because Miami's defense ain't much!

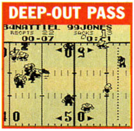
SHOTGUN PASS

85DUPER 75JONES
00-00 0:59

★ DENVER ★

Denver is another good all-around team, mainly by virtue of the versatile John Elway. His best play is the deep-out pass, but you should also try calling a pass and then letting him run with the ball. Don't forget to let Tony Dorsett do some ball carrying.

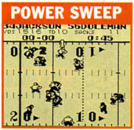
DEEP-OUT PASS



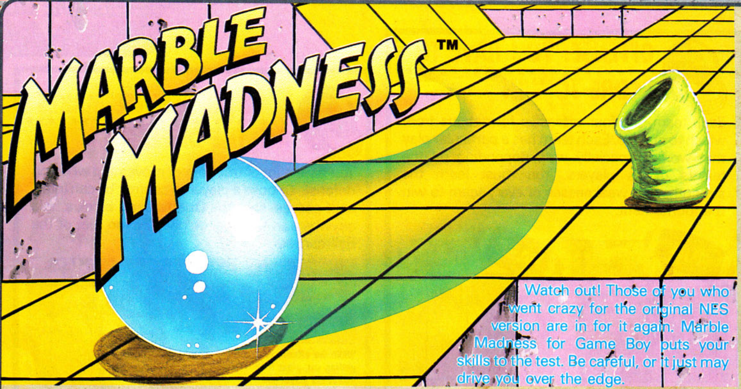
★ LOS ANGELES ★

What a backfield! Bo Jackson blasts through the line–off the left guard–and he can often go all the way. Marcus Allen does his power sweep to the right. Also try short passes.

POWER SWEEP



MARBLE MADNESS™



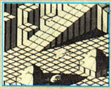
Watch out! Those of you who went crazy for the original NES version are in for it again. Marble Madness for Game Boy puts your skills to the test. Be careful, or it just may drive you over the edge.

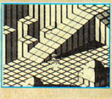
JUST GET TO THE GOAL

It may sound like an easy task, but in this game danger really does lurk around every corner. You must find your way around various obstacles and enemies in order to reach your goal. And don't forget...the clock is always running. So hurry, or it could be too late.

RULE #1

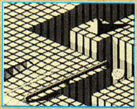
Be careful near the edge! It may look safe but if your ball breaks you will lose precious time waiting for a new one.





RULE #2

Don't let your ball fall into the abyss. These dark pits are huge, and you could end up waiting even longer here. Roll cautiously around them and make up time on the straightaways.



ENEMIES

Along the way you will encounter foes. They're tough and move erratically but always appear in the same spots. Learn where they lurk and you'll be ahead of the game!

BLACK BALL

This dark shadow of yourself will try to knock you off the edge. Stay just out of range, then try to slip quickly past.

MARBLE EATER

Get to close to these twisters and they'll show you how they got their name.

SLIMES

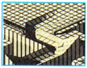
These acid pools are hard to see because they're so low to the ground. Avoid contact with the Slimes at all costs.

RACE NO. 1

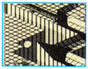
PRACTICE RACE

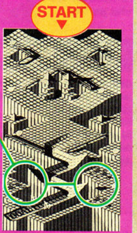
GO FOR BONUS POINTS!

The first race is just for practice, but it is your chance to gain bonus points. Gather speed and use the ramps on the right and left of the path to reach the other side of the chasm. Don't slow down or you might fall in!



Each set of number tiles you roll over will add bonus points to your score.





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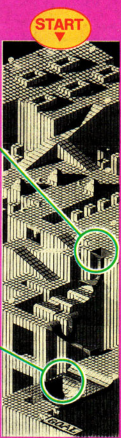
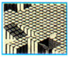
RACE NO. 2

BEGINNER RACE



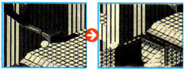
TAKE THE SHORTCUT?

Once you get over the draw bridge in the second race there are two ways for you to go. The safer path lies down the ramp, but you'll have to roll quickly through this longer route to reach your goal in time. Roll past the ramp to find a chute that leads to a shorter but much more treacherous course. Master the tougher path to save valuable time.



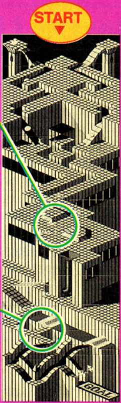
SLIP AND SLIDE

At the end of this level is an area of the floor that is very slippery. If you stay on the left side as you past, it shouldn't give you any problems. If you do fall in, be careful when you come out. You won't have much control of your ball and it's easy to roll off side.



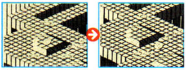
RACE NO. 3

INTERMEDIATE RACE



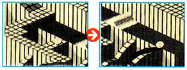
WATCH FOR SLIMES!

In the middle of this race waits a swarm of Slimes. Maneuver past the first few to the higher ground and wait there for a safe opening. You may lose a little time here, but you'll lose more if your ball is dissolved.



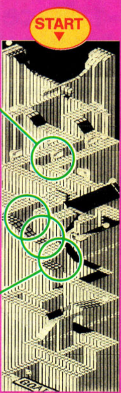
SURF'S UP

It doesn't hurt to get a little bit wet, so jump on in. The water's fine but the strong waves wash you right off if you're not careful. Timing is the key here. Be patient and wait for just the right moment to race to the other side.



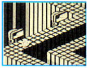
RACE NO. 4

AERIAL RACE



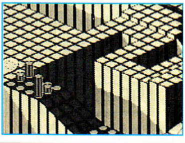
DON'T GET PULLED IN!

Along the side of this path and the next lurk three Vacuums. You'll have to move fast to get past these suckers, but don't roll off the side!



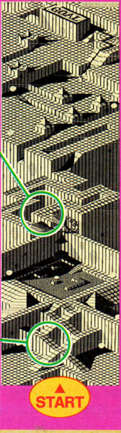
AVOIDING THE POLES

The pipes come up quickly here, and one hit will push you over the brink. To go this way you'll need speed, but the time you save is well worth the risk.



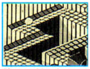
RACE NO. 5

SILLY RACE



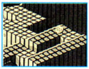
IT'S BACKWARDS

Everything is upside down in this race. You start at the bottom and end up at the top, so don't lose your way. Keep going up and you'll find your goal.



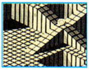
The chute takes you to one of two paths. Make use of the level section in the center.

If you ride the peak of this path, you will be safe. There are two level sections here that make it easier.



MASTER THE CONTROLS

Remember, gravity is backwards on this stage, so going uphill is easier. Going too fast is sure to drop you off the edge. Take your time on the ramps and make up speed at the top.



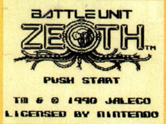
Game Boy Classified

Battle Unit Zeoth

From Agent #423

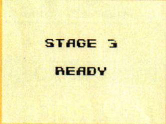
Stage Preview

You can survey any of the five stages of this sci-fi thriller and take a look at the massive stage leaders with a single-stage select that also gives your fighter invincibility. Wait until the intro music is over on the title screen. Then press Down on the Control Pad and the A and B Buttons all at the same time, quickly and repeatedly. As you continue to press these buttons, you will occasionally hear tones. The total number of tones that you hear will match with the stage number that you have selected. If you, for instance, have heard a total of three tones, you can press the Start Button to take a look at Stage Three. Wait for a total of six tones and you will be able to press the Start Button to see the end of the game.



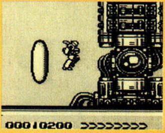
BATTLE UNIT
ZEOTH™
PUSH START
TM & © 1990 JALECO
LICENSED BY NINTENDO

Press Down, A and B quickly and repeatedly. You will occasionally hear tones.

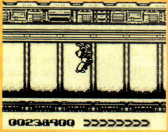


STAGE 3
READY

Press Start after you hear three tones and you will be able to view Stage Three.



Your fighter will be invincible as he blasts through the stage.



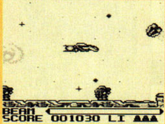
When you complete the stage, you'll start again at the beginning of the same stage.

R-Type

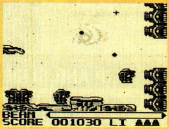
From Agent #923

Power Pod Play

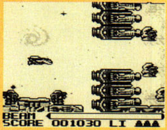
Pull off a trick with the Power Pod by making it disappear from one side of the screen and reappear on the other side. Collect the Power Pod and attach it to the back of the R-Type. Then back up to the left edge of the screen so that the Power Pod is out of view and press the A Button twice. When you move the R-Type to the right, you will see that the Power Pod is gone. Then, after a few seconds, the Power Pod will float back onto the screen, from the right side. While this trick won't improve your chances against the forces of the BYDO Empire, it may be fun to check out.



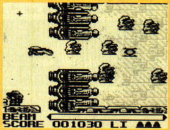
Collect the Power Pod and attach it to the back of the R-Type.



Back up so that the Power Pod is out of sight and press A twice.



Move to the right and you'll see that the Power Pod is gone.



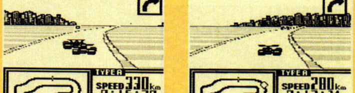
Wait for a few seconds and the Power Pod will reappear.

F-1 Race

From Agent #475

Demo Control

While you generally don't have any control over the objects in a game during the demo mode, you can speed up or slow down the F-1 racer that demonstrates this game. As the demo mode is running, press and hold the A Button and the car on the screen will blast off for a maximum speed of 330 KPH, passing the other cars on the track. Press and hold the B Button and you'll see the car slow down to a minimum speed of 280 KPH while competing cars pass by.



Before you actually start racing, press and hold A to speed up the demo racer, or press and hold B to slow it down.

NOW PLAYING

Title	Company	Play Info	Power Meter				Game Type
			G	P	C	T	
Aerostar	Vic Tokai	1P	3.1	3.3	2.8	2.7	Spaceship Action
Final Fantasy Adv.	Square	1P/ Batt	3.9	3.6	4.1	4.1	RPG Action Adventure
Marble Madness	Mindscape	GL	3.3	3.2	2.9	3.1	Arcade Action
NICK FALDO CHAMPIONSHIP GOLF	Titus	1P	2.8	2.6	3.1	3.1	Golf
Tecmo Bowl	Tecmo	GL/ Pass	3.0	3.5	2.8	3.3	Football
TRAX	Hal	GL-4	3.1	3.9	3.1	2.8	Tank Battle

Game Boy Chart Key:

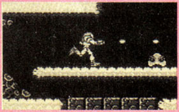
Games are evaluated with ratings from 1 (poor) to 5 (excellent).

1P=One Player
GL=Game Link Two Players
GL-4=Game Link Four Players
Pass=Password
Batt=Battery

G=Graphics and Sound
P=Play Control
C=Challenge
T=Theme and Fun

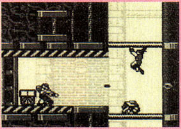
COMING SOON

Metroid II for Game Boy should be out by the end of the year from Nintendo. Fans of the NES version of Metroid have been asking for a sequel to this classic for years and now they're going to get it for the compact video game system. While the game is still in development, it looks like it will be even larger than the original with more places to explore and more super gadgets to collect. Here's an early look:



Metroid II: The Return of Samus

The first track and field game for Game Boy will be coming soon from Interplay. Among the seven events included in Track Meet are the 100 meter dash, the pole vault and the long jump. Another one to look for is Shadow of the Ninja, an excellent Game Boy adaptation of the NES ninja thriller. This version includes new settings and new enemies along with the same great play control and the same cool acrobatic moves.

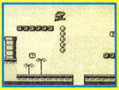


Shadow of the Ninja

Monopoly from Parker Bros. looks to be a direct translation of the NES version of this classic board game. Up to four will be able to play although it is not a Game Link game. Watch for more news in future issues.

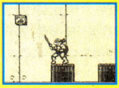
Game Boy Top 10

1 **Super Mario Land**



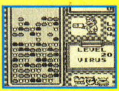
Mario mania has ruled the charts for months and shows no sign of slowing down! This one is red hot!

2 **TMNT: Fall of the Foot Clan**



The four fearless fighting Turtles continue their quest to defeat Splinter and replace Mario in the top spot!

3 **Dr. Mario**



Dr. Mario proves that there is a cure for the summertime blues with this Top 3 mega hit.

4 F-1 Race
5 Final Fantasy Legend
6 Tetris
7 Operation C
8 WWF Superstars
9 Mega Man in Dr. Wily's Revenge
10 The Hunt for Red October

Game Boy Top 10 rankings are determined by the votes of the Pros at Nintendo HQ, sales at NES retailers and votes by readers of Nintendo Power. You can vote for your favorite Game Boy games by filling out your Player's Poll entry and sending it to us.

NES ACHIEVERS

Here they are, sizzling scores from hot shot players! If you'd like to see your achievements listed with those of other NES and Game Boy masters, send them in. If your scores are tops, they might just make our Hall of Game Fame!

■ CAPTAIN SKYHAWK

Jeff Walke▶	Delta, BC▶	8,738,000
Jason Sherwin▶	Chicago, IL▶	421,550

■ DÉJÀ VU

Blake Buzzini & Dave Woessner▶	Carnegie, PA▶	Finished
Anthony Olmo▶	Brooklyn, NY▶	Finished
Scott Roller▶	Eureka, CA▶	Finished
Jamie Miller▶	Severna Park, MD▶	Finished
Sue Reese▶	Bellmaur, NJ▶	Finished
Jackie Graves▶	Kenton,TN▶	Finished
Anthony Gentile▶	Denver, CO▶	Finished
Bret Schafbuch▶ & Nathan Habben▶	Victor, IA▶	Finished
Jeremy Woffard▶	San Jose, CA▶	Finished
Valarie & Steven Parkinson▶	Victoria, BC▶	Finished

■ DOUBLE DRAGON III

Tim Settlemaire▶	Evansville, IN▶	Finished
Steven Lewis▶	Geneseo, IL▶	Finished
Scott Churchson▶	Waldwick, NJ▶	Finished
Ryer Anderson▶	Owatonna, MN▶	Finished
Pamela Castillo▶	Harwood Heights, IL▶	Finished
Michael Dawe▶	Highland Mills, NY▶	Finished
Matt, Andy, & Kevin Yoho▶	Christiansburg, VA▶	Finished
Matt Hendrickson▶	Roscoe, IL▶	Finished
Landon Sario▶	Desert Hot Springs, CA▶	Finished
Kenneth Dallas & Howard Johnson▶	Brunswick, GA▶	Finished
John Pochmara▶	Maple Ridge, BC▶	Finished
Jeremy Zulliger▶	Marathon, WI▶	Finished
Jason Westly▶	Brandon, FL▶	Finished
James Kittleman▶	Loudonville, NY▶	Finished
Douglas Szperka▶	Philadelphia, PA▶	Finished
David Zak & Gregory Anderson▶	Arlington Heights, IL▶	Finished
Brandon Sylvestre▶	Saint Joachim, ON▶	Finished

■ DR. MARIO

Peggy Wiebush▶	Grey Forest, TX▶	2,561,000
Allen Thornton▶	Vermilion, OH▶	427,600
Diane Westermann▶	Newtown Square, PA▶	403,200
Stephen Krogman▶	Boca Raton, FL▶	387,000
Steve Shrader▶	Staunton, VA▶	332,400
Dave Pagh▶	Bellevue, WA▶	322,200
Charles Hall Jr.▶	Portland, OR▶	310,200
Kim Altana▶	Irvine, CA▶	309,600
Sally Muse▶	Monticello, IL▶	262,200
Andrea Lum▶	El Cerrito, CA▶	261,000
Mary Close▶	Grand Rapids, MI▶	259,000
Nora Erbe▶	Fresno, CA▶	231,800
Roslyn Mikell▶	Beltsville, MD▶	231,000

■ DRAGON WARRIOR II

Don & Kevin House▶	Plainsfield, IL▶	Finished
David & Steve Berlin▶	Sacramento, CA▶	Finished
Mike Bossler & David Genovese▶	Las Vegas, NV▶	Finished
Chad Bye▶	Seattle, WA▶	Finished
Weston Turner▶	Roanoke, VA▶	Finished
Michael LaChance▶	Halifax, NS▶	Finished
Seth Goldberg▶	East Meadow, NY▶	Finished
Tom Saltarelli▶	Bronxville, NY▶	Finished
Billy Terrell▶	Rockford, IL▶	Finished
Deborah Papke▶	Chaffee, NY▶	Finished

■ FINAL FANTASY LEGEND (GAME BOY)

Jennifer Mukai▶	San Gabriel, CA▶	Finished

■ G.I. JOE

Stephen & Paul Ruddell▶	Kailua, HI▶	Finished
Derek Lee▶	Brooklyn, NY▶	Finished
Tyler Chancellor▶	Midland, TX▶	Finished
Luke Morgan▶	Northeast, PA▶	Finished
Daniel Bhangu▶	Lexington, MS▶	Finished
Brad Foster & Steve Salyer▶	Williamsburg, VA▶	Finished
Clint Ellis & Michael Lawson▶	Hopkinsville, KY▶	Finished

■ IKARI WARRIORS III

Jeremy Thompson▶	Tyler, TX▶	Finished
Scott Hastings▶	Reading, MA▶	Finished
Winn Smith & Andy Metz▶	Lockhart, TX▶	Finished

■ THE IMMORTAL

Brian Szuman▶	Lexington, SC▶	Finished

■ KABUKI QUANTUM FIGHTER

Frank Cipparone▶	Philadelphia, PA▶	Finished

MAGICIAN

Daniele Regazzi	Weston, ON	Finished
Eugene Crofcheck	Alexandria, PA	Finished

METAL STORM

Bobby Kelley	West Springfield, MA	Finished
Howard Hathcock Jr.	Theodore, AL	Finished
Jason Neufeld	Arvada, CO	Finished
Jeffrey Gosey	Slidell, LA	Finished
Jennifer Eubanks	Theodore, AL	Finished
Kevin Saylor	Oak Ridge, TN	Finished
Steven Wolenski	Orlando, FL	Finished

PINBOT

Alvin Okubo	Mililani, HI	99,999,999
Daniel Marcus	Tenafly, NJ	70,317,380
Don Miller	Owenton, KY	24,579,940
Rick Grossman	Riverside, MO	24,091,200
Kurt Lindquist	Mission Viejo, CA	20,273,330
Luke Herman	Bettendorf, IA	11,343,900
Jeff Brobjorg	Clayville, NY	11,260,370
Anthony Gatto	Bronx, NY	11,062,380

POWER BLADE

Anthony Bonta	San Leandro, CA	Finished
Arnel Wiebe	Fort Saskatchewan, AB	Finished
Chris Lamoreaux	Hopkins, MN	Finished
Chris Xavier	Antioch, CA	Finished
Christopher Higgins	Forest Lake, MN	Finished
Jacques Roberge	Val Caron, ON	Finished
John Cromer	Mount Vernon, KY	Finished
Kenneth Powers	Wiscasset, ME	Finished
Kevin Yokubaitis	Houston, TX	Finished
Mike Dulaney	Kansas City, KS	Finished
Ryan McCracken	Indianapolis, IN	Finished
Scott Kimberling	Valparaiso, IN	Finished

PRINCESS TOMATO IN THE SALAD KINGDOM

Koji Fox	Aloha, OR	Finished

SILVER SURFER

Adam Niver	Mexico, NY	Finished
Jeff Rohr	Blue Springs, MO	Finished
Michael Thompson	Elgin, SC	Finished
Nicholas Brisson	Denver, CO	Finished
Stephen LaFrance	Canyonville, OR	Finished
William Sisco	Huntsville, AL	Finished

THE SIMPSONS: BART VS. THE SPACE MUTANTS

Brian Gettleman	New Rochelle, NY	Finished
Daniel Bell	Dothan, AL	Finished
Jeff & Matt Malinoski	Enfield, CT	Finished
Joey Costello	Trenton, NJ	Finished
Jonathan Fox	Fort Wayne, IN	Finished
Kelly Beiseker	Upland, CA	Finished
Kevin Drzakowski	Saint Charles, MO	Finished
Kirby Jarvis	New Palestine, IN	Finished
Melanie & Ginger Dichiara	Elmira, NY	Finished
Scott Stauffer	Aripeka, FL	Finished
Terry Durham	Canton, SD	Finished
Tim Smith	Grand Island, NY	Finished
William Carter	Tewksbury, MA	Finished

TETRIS

Scherrii Natta	Portland, OR	792,844
Royce Cannon	Saint Paul, MN	784,597
Justin Ramut	Westport, MA	600,237
Ken Anderson	Elgin, IL	526,761
Wally Kowalski	Luling, LA	510,688
Kerry Alan	Reading, PA	489,975
Steven Riccitelli	Carlsbad, CA	462,468
Dan Ciolek	Jefferson, OH	460,645
Lewis Mammel	Wheaton, IL	450,349
John Brodrick	Raytown, MO	442,001
Andy Richey	Grand Prairie, TX	421,108

TMNT II: THE ARCADE GAME

David Duchesne & Lala Roy	Mississauga, ON	Finished
Andrew Jacobs	Andover, MA	Finished
Corey McKee	Wingham, ON	Finished
Jeff Major & Brian Rose	Scarborough, ON	Finished
Jason Dunn & Brian Murray	Timmins, ON	Finished
Matthew & Sean Brakey	Shaker Heights, OH	Finished

TOTAL RECALL

Rob Queen	Huntington, WV	Finished

ULTIMA: QUEST OF THE AVATAR

Bradley Lewis	Asheville, NC	Finished
Harold Stone	Moss Point, MS	Finished
Jason Drury	Wyoming, MI	Finished
Jonathan Lavoie	Kirkland, PQ	Finished
Melba Frank	Omaha, NE	Finished
Mosbe Adesnik	New York, NY	Finished
Patrick Horener	Carson City, NV	Finished
William Ward	Bayonne, NJ	Finished

CAN YOU BE FIRST ACROSS THE FINISH LINE?

When your scores put you ahead of the field, be sure to record them on film and send them to NES Achievers. If yours is one of the highest we receive, or if you're one of the first to finish a game, your name might be listed in a future issue. When you take a picture of your television or Game Boy screen, hold your camera steady and use only natural light. For best results, use a 35mm camera without a flash. C'mon — go for the checkered flag!

NINTENDO POWER
NES ACHIEVERS
P.O. BOX 97033
REDMOND, WA
98073-9733

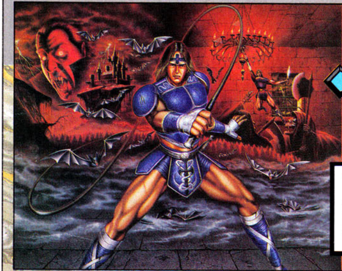
SUPER NINTENDO®
ENTERTAINMENT SYSTEM

This month our Super NES preview serves up three titles that show just how varied the selection of games for the new system will be. The legend of the Belmont family continues with Castlevania IV, Final Fight lights up the screen with super street-fighting action, and SimCity sets city planners loose to build their own utopian societies.

THIS MONTH'S LINEUP:

- CASTLEVANIA Ⅳ
- SIMCITY
- FINAL FIGHT

◆ ◆ ◆



Castlevania™

©1991 KONAMI

THE HAUNTING CASTLEVANIA SERIES CONTINUES ON THE SUPER NES

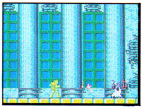
KONAMI
8 MEGABITS
ACTION

THE BELMONT LEGEND CONTINUES

Dating back to the family patriarch, Trevor, the legendary whip-wielders of the Belmont line have sought to permanently cage the Count in his coffin. The sinister Dracula, however, haunts them again in the lastest, greatest, Castlevania adventure. With vivid graphics and double scrolling backgrounds, this installment is the eeriest yet!

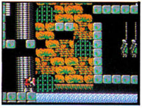
FROM THE BEGINNING

CASTLEVANIA



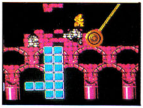
Produced in 1987, Castlevania introduced the Belmont family to a pack of video hounds. Little did they know that Simon's battle with the crafty Count was just the beginning of a rivalry that would become legend.

CASTLEVANIA II SIMON'S QUEST



Although Simon was victorious in his previous encounter, the evil Count's curse continues to plague Transylvania. To break its grasp, Simon must search day and night for Dracula's five malevolent mansions.

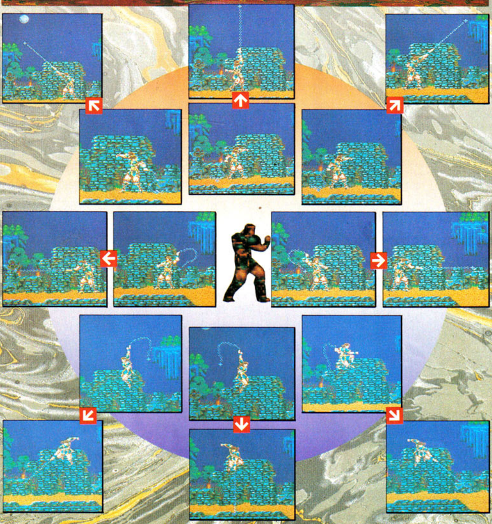
CASTLEVANIA III DRACULA'S CURSE



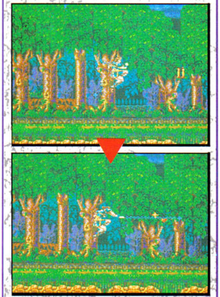
A brave ancestor, Trevor Belmont, answered the people's desperate pleas for protection from the very Count Dracula that would again threaten Transylvania in the years to come.

GET CRACKING ON THE LATEST ADVENTURE

As always, Simon can crack the Whip to the side and overhead, but now he can also strike on the diagonal and swing it in a complete circle. By jumping and pressing down on the Control Pad, he can even zap enemies lurking below. His best stunt, though, is wrapping it around an anchor above and swinging, a la Tarzan, from platform to platform.



IT'S SIMPLE, SIMON

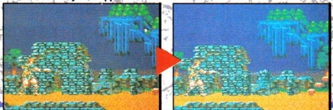


STRIKE WHIP IN ANY DIRECTION

As in the other Castlevania games, enemies attack from all directions. Now, thanks to the superior graphics capabilities of the Super NES, Simon can quickly attack in all directions, too. By pressing Jump, Whip, and Up on the Control Pad, you can jump and destroy enemies hovering above. Press Jump, Whip, and Right or Left on the Control Pad to take out baddies above and to the side. Simon is a master of many techniques, and he'll need every one of them to reach the Count.

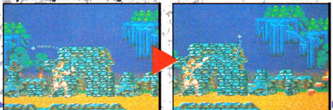
DO THE WHIP WAVE

If you press and hold the Whip button, the Whip strikes in a wavy pattern instead of a straight line. The wave strike isn't as powerful as a straight strike, but it comes in handy when you aren't sure exactly where an enemy will appear.



ROUND AND ROUND

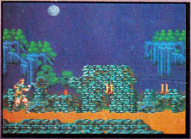
Press and hold the Whip button, then use the Control Pad to swing the Whip in circles. Again, it doesn't pack the punch of a straight strike, but it takes out enemies approaching from ahead and behind, as well as any zeroing in on the diagonal.



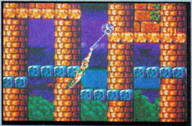
SNEAK A PEAK AT THE EARLY STAGES

STAGE 1 A CREEPY CASTLE

Enter the 3-D scene outside the fortress fence, then press Up to open the gate and enter the ghoulish castle grounds.



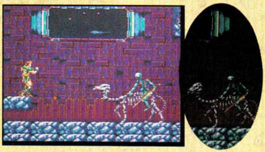
SWINGIN' SIMON



From your ledge, press and hold the Jump and Whip buttons. Wrap your whip around the anchor above and swing. When you're over the next platform, release the buttons to land.

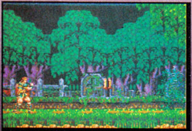
A BONE-JARRING BATTLE

You can beat this scrawny pair of Skeletons with the strongest Whip. Crumble the horse first, then go for the rider.

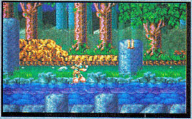


STAGE 2 A FIENDISH FOREST

Outside the castle are people-eating plants, ghoulish Gargoyles, and crafty Crows. When you reach the river, go with the flow.



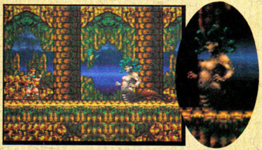
Yikesi Spikesi



Watch carefully for underwater obstacles as the current pulls you along. Whip the Frogs, jump the Spikes, and beware of the Gargoyles that sweep down from above.

MEET MEDUSA AND HER MINIONS

Jump and Whip in circles to wipe out the slithering, striking beasts Medusa tosses out, then blast her with the Boomerang.



UNEARTHLY ENEMIES ABOUND

The great graphics capabilities of the Super NES allow game designers to render even the smallest characters in amazing detail. Don't be deceived by an enemy's size, though. Some of the smallest will be the toughest you'll encounter. Some you've seen in other Castlevania games, some are all-new and totally gruesome.

HOUNDS OF HADES

Devil dogs dart from nowhere to destroy Simon. Whip or jump over them.

BONE CHUKKERS

Avoid their missiles and rattle their bones with your Whip.

MEDUSA HEADS

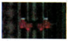
Use a strong Whip on the floating Medusa Heads.

PILLARS OF BONES

Pillars of Bones can shoot in two directions.

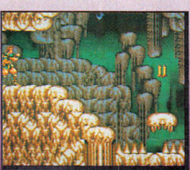
BATS

Don't touch these rabid pests! Use your Whip to wipe them out.

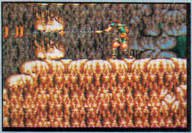


STAGE 3 CREEPY CAVERNS

In these dank caves you'll have to watch for bothersome bats and falling boulders. Some enemies appear and disappear randomly.



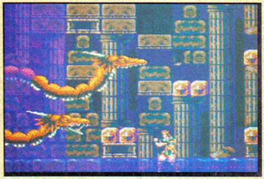
UNCOVER A HIDDEN ROOM



Whip through the boulders to find a hidden room that contains a Heart hoard and Meat that restores points.

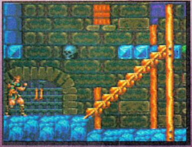
DOUBLE-HEADED DRAGON

One head spits flames, one fireballs. Stay on the lower left platform and throw Axes when the heads emerge.

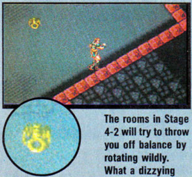


STAGE 4 INSIDE THE CASTLE

The Stages you've completed each had three sections. Stage 4 has not only four sections, but two big bosses as well. The enemies you'll meet are much tougher than those in earlier stages, too.



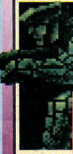
SWING TIME

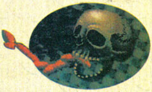


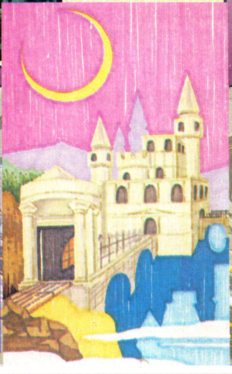
The rooms in Stage 4-2 will try to throw you off balance by rotating wildly. What a dizzying experience! You can't keep your footing, so wrap your whip around an anchor and swing safely until the room stops spinning.

TWO BOSSES ARE BADDER THAN ONE

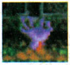
You'll meet one boss, a gigantic skull, at the end of 4-1. In 4-4, you'll encounter a behemoth with a bad attitude.







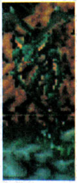
HOLDING HANDS



Watch your step! These Holding Hands pop out of the ground and latch onto your legs.

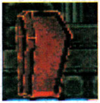
GARGOYLES

Gargantuan Gargoyles swoop down to attack. They're hard to handle!



CASKETS

Who—or what—is inside? These curious coffins seem to attack on their own.

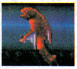


FROGS

Frogs are small but peristent pests.

POND SCUM

Slimy, spitting creatures jump suddenly from the water.



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SIMCITY®*

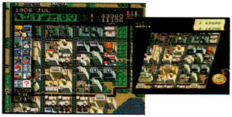
The Number One Best-Selling PC Game Gets Even Better

Nintendo
4 MEGABITS BATTERY BACKUP
Simulation

THE POWER OF CREATION IS YOURS

SimCity is a simulated city—a city that exists inside the computer circuits of the Super NES. The super resolution of the system means that the power plants, roads, airports, parks, and skyscrapers appear almost 3D. It's like looking at a real city from above. But more important are the SimCitizens whom you can't see. As the mayor, you control every aspect of their lives, from collecting taxes to building public works such as stadiums, zoos and seaports. Your powers even extend to the control of natural forces! Why not send a tornado ripping through town?

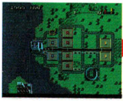
But don't make things too tough on the SimCitizens. If you do, they will pack up and move out. Your ultimate goal is to build a city of half a million. It won't be easy. Problems like increasing pollution and crime require creative solutions.



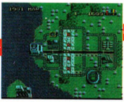
Choose from 1000 landforms, then build your city using the graphical icons on the side bar. You can control the game and access data from the top bar icons.

ZONING FOR THE FUTURE

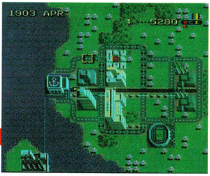
It's up to you to zone areas for industries, commercial businesses and residences. Then the SimCitizens take over. If the zones are attractive, SimCitizens will start to build.



A power source and roads make zones attractive to builders.



Development begins small and grows if you encourage it.

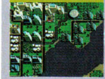


Highly developed urban areas have skyscrapers, luxury condos, and huge factories. Growth brings about problems, too. Condos cause traffic jams and factories create heavy pollution.

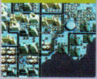
PAST, PRESENT AND FUTURE

Time passes in SimCity month by month, year by year. As the seasons change, so do the graphics.

SUMMER



WINTER

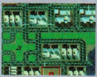


URBAN NIGHTMARES

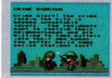
Dealing with problems caused by growth is one of the main jobs of any mayor. Planning is the key.

TRAFFIC

Poorly laid-out streets cause trouble as the population increases. Graphs and maps can help you pinpoint problem areas.



CRIME

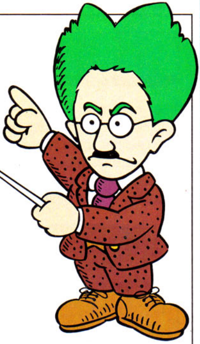


CRIME WARNING

Crime Alert! The crime rate in the city is beyond acceptable levels. The residents want to reclaim their neighborhoods and are willing to take matters into their own hands. You better build some police stations fast!

When criminals run rampant, put the reigns on them by building more Police Stations. This is just one solution.

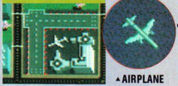
SIMSATIONAL FEATURES



SIMCITIZENS ON THE MOVE

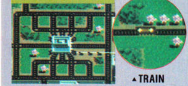
Transportation is important in any city, real or Sim. Roads and mass transit move people in town while Airports and Seaports help business and industry.

AIRPORT



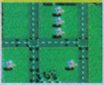
▲AIRPLANE

TRAIN STATION

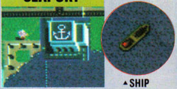


▲TRAIN

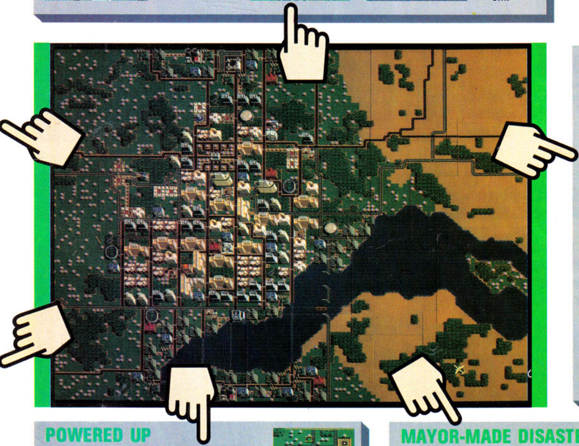
ROADS



SEAPORT



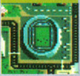
▲SHIP



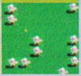
FOR THE PEOPLE

The mayor must make the city a nice place to live. Build facilities like those below to make your city both safe and fun.

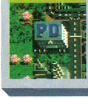
STADIUM



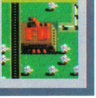
PARKS



POLICE STN.

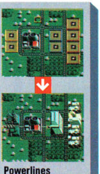


FIRE STN.



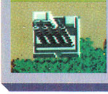
POWERED UP

You'll need to provide electricity for the city's zones. Build either coal or nuclear plants, but beware of potential problems.

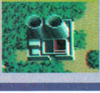


Powerlines connect zones and bring the juice.

COAL



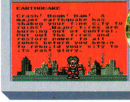
NUCLEAR



MAYOR-MADE DISASTERS

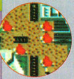
If you feel like obliterating a major metropolitan area, no problem. There are six fun-filled disasters to choose from.

EARTHQUAKES



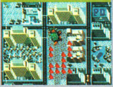
EARTHQUAKE

Crash! Boom! Bam! A major earthquake has shaken your fine city to ruins! .Major fires are burning out of control. Put out the fires and restore power to all zones before you begin to rebuild your city to its past glory.



▲FIRES

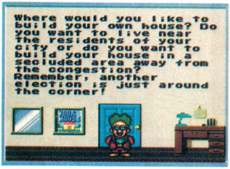
MONSTER ATTACK!



Koopa is on the march through a city, searching for Mario and Luigi.

SPECIAL GIFTS HELP THE CITY GROW

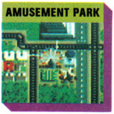
You can ask for Dr. Wright's advice, but sometimes he shows up on his own bearing gifts. These gifts can be built in the city to encourage growth and add income. It's the Wright Stuff.



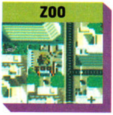
Where would you like to build your own house? Do you want to live near the residents of your city or do you want to build your house in a secluded area away from the congestion? Remember, another election is just around the corner!

As the mayor of a growing city, you'll need a place to live. The "Your House" gift is a mansion for the mayor. What will the voters think?

AMUSEMENT PARK

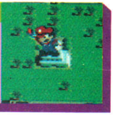


ZOO

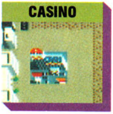


MARIO STATUE

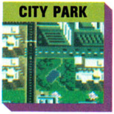
If your city reaches a population of half a million, Dr. Wright will award you with a commemorative Mario Statue.



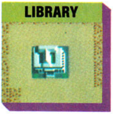
CASINO



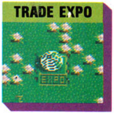
CITY PARK



LIBRARY

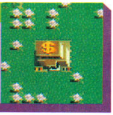


TRADE EXPO

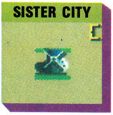


BANK

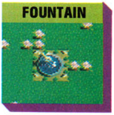
Take out a loan of $10,000 from SimCity Savings & Loan. You'll pay it back with interest–$500/year for 21 game years.



SISTER CITY



FOUNTAIN

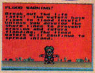


SCENARIOS: REAL CITIES IN BIG TROUBLE

There are six scenarios and two bonus scenarios. In each scenario you are the mayor of a city that is about to be devastated by a natural or manmade disaster. You'll have only a short time to recover, and with limited funds. Quick action is the key.

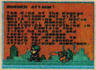
1 SAN FRANCISCO 1906

Fire Coverage is poor before the big quake. Beef up the Fire Department and get ready to bulldoze rubble.



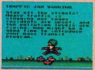
2 TOKYO 1961

After Koopa stomps Tokyo, work to reduce the high pollution levels in the industrial core.



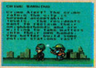
3 BERN 1965

Miles and miles of extra roads are a major budget drain. Solve Bern's traffic problems by eliminating excess.



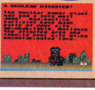
4 DETROIT 1972

Crime is a big problem in Detroit, but unemployment, low tax revenues and other problems are also bad.



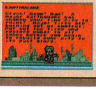
5 BOSTON 2010

A nuclear meltdown makes a huge area of the city uninhabitable. Relocate industries and businesses to win.



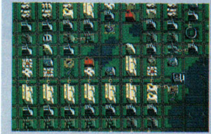
6 RIO DE JANEIRO 2047

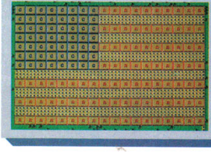
Global warming has caused the oceans to rise. Develop the waterfront to prevent future flooding.

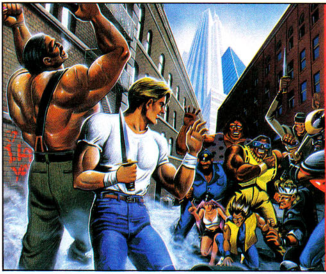


GOALS OR NO GOALS

In SimCity, you set your own goals. Be creative and experiment. The power to build your vision is now in your hands.







FINAL FIGHT™

THE ULTIMATE STREET FIGHTING ARCADE SMASH HITS THE SUPER NES!

CAPCOM
8 MEGABITS
ACTION

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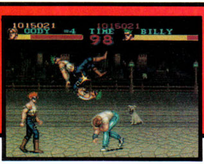
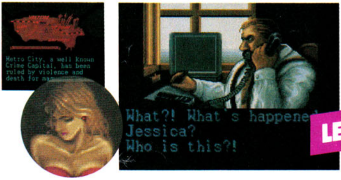
A BIG FIGHT TAKES BIG FIGHTERS

Muscle your way through the crime-ridden streets of Metro City with the size and power of super fighters Haggar and Cody. They're big, they're fast and they're on the Super NES!



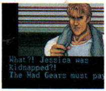
SAVE OUR CITY

Metro City is under siege by the manic Mad Gears. They've kidnapped Mayor Mike Haggar's daughter and have demanded total control of the city. But this former street fighter will never give in. With help from his friend, Cody, he's taking to the streets for a bare-handed battle against the leaders of the gang.



Metro City, a well known
Crime Capital, has been
ruled by violence and
death for ma

What?! What's happene
Jessica?
Who is this?!

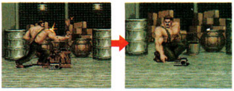


What?! Jessica was
kidnapped?!
The Mad Gears must pa

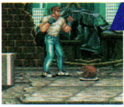
LET'S FIGHT!

PUNCH FOR POINTS

When you're out on the streets as Haggar or Cody you'll find helpful items in Oil Drums and Crates. Punch 'em open and take what's inside.



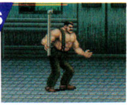
Bust open big containers for Bonus Points and Power-Up items.



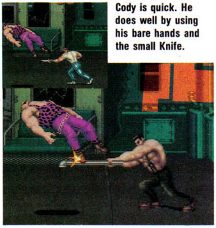
ENERGY

Grab a bite on the road and restore some or all of your lost energy. Larger items restore more.

WEAPONS



Pipes, Knives and Katana Blades give you an edge over the competition. Pick 'em up out of the rubble and start fighting.

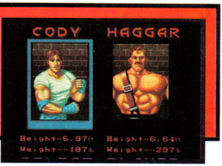


Cody is quick. He does well by using his bare hands and the small Knife.

Bulky Haggar can really send his message home with a Pipe or Katana.

THESE GUYS MEAN BUSINESS

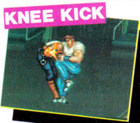
Haggar has been street fighting for a long time. Along with experience, he has a wide variety of impressive fighting moves. The smaller Cody has youth and speed on his side.



LIGHTNING FAST FISTS

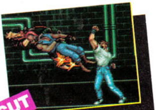
CODY

KNEE KICK



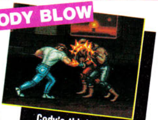
Fighting up close, Cody can give his enemies a shot to the ribs.

UPPERCUT



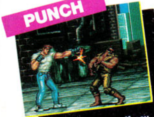
This fourth blow always sends enemies into the air.

BODY BLOW



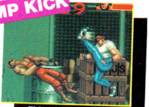
Cody's third punch is always low and powerful.

PUNCH



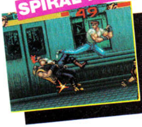
Cody can rifle off several shots per second.

JUMP KICK



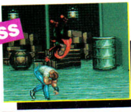
This aerial move keeps thugs at a safe distance.

SPIRAL KICK

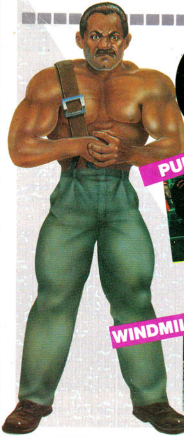


By jumping and spinning, Cody can clear away enemies on all sides. Though, this move takes energy.

BACK TOSS



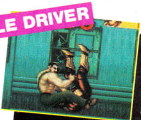
A grab and turn sends villains over Cody's back.



MUSCLE-BOUND POWER

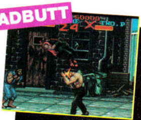
HAGGAR

PILE DRIVER



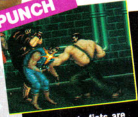
Haggar's upside-down cruncher would rival the moves of any pro wrestler.

HEADBUTT



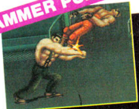
The thick-skulled scrapper is lethal with this move.

PUNCH



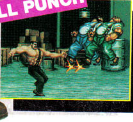
Haggar's fists are slow, but powerful.

HAMMER PUNCH



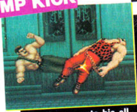
This crusher is Haggar's third punch.

WINDMILL PUNCH



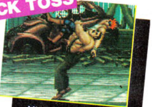
With a powerful pivot, Haggar can hit hoods on the left and right.

JUMP KICK



Haggar puts his all into this sideways shocker.

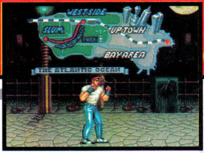
BACK TOSS



Like Cody, Haggar can throw thugs.

CLEAN UP METRO CITY!

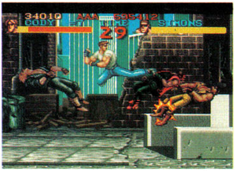
The Mad Gears are lurking in every dark corner. It's up to you to take Haggar or Cody through the five sections of this burg to battle the gang's evil leaders.



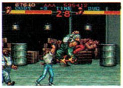
ROUND 1

THE SLUMS

Your battle begins on the bad side of town. Shake up the streets with a fist and foot barrage and break Drums and Crates for Power-Ups.

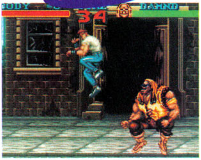


Take to the air and send fellow street fighters flying.



The bruisers in this hideout are big but so are your fists.

THE LEADER

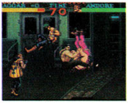


This guy's tough. He'll call in reinforcements when he's in trouble.

ROUND 2

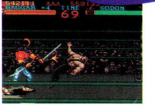
THE SUBWAY

When the train rolls in, it's time to rumble! Hop onboard and get moving.



Andore is super strong. Give him a fast and furious attack before he twists you into a pretzel.

THE LEADER

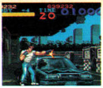


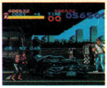
You'll step out of the subway and into the ring. Try to work in close to this fighter and take away his swords.

BONUS STAGE

BREAK THE CAR

Your prize for clearing the first two stages is a brand new car! Pummel it with a Pipe for points!

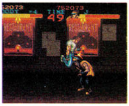




ROUND 3

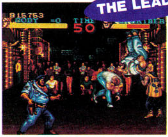
THE WEST SIDE

The late nighters in the restaurant district have an appetite for destruction. Give 'em a taste of your fists.



If you're fast and powerful, this west side story will have a happy ending.

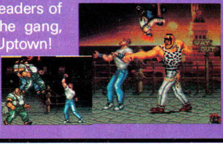
THE LEADER



Don't let this bully fool you. He's dressed like one of Metro City's finest but he's really one of it's dregs.

WAIT! THERE'S MORE!

The fight really heats up in the last two stages. Battle your way through the Bay, then take on the leaders of the gang, Uptown!



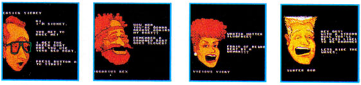
NOW PLAYING

SEPT. 1991

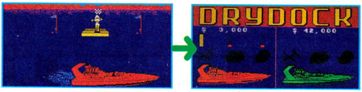
It's a light month for NES releases since many licensees are gearing up for big hits toward the end of the year. This issue's pair of games that didn't quite rate feature coverage, though, do deserve a second glance if you're into high speed chases or baseball games with a lot of options. Stop by your favorite store to see if either of them are your cup of tea.

ELIMINATOR BOAT DUEL

Electro Brain's Eliminator Boat Dual is a super fast one-on-one water race for one or two players. Two participants challenge each other to a race in rivers and open water, while a single player takes on a host of computer controlled speedboat pilots. As you advance through the ranks of racers, the courses become progressively more challenging to complete and the opponents get wise to your moves. Use your victory money to make repairs and to purchase upgrades that will make your boat more difficult to defeat. If you're outraced by the computer controlled competition twice, your boat will be eliminated from the proceedings.



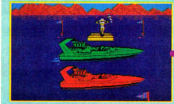
Take on a cast of expert racers in one-on-one speedboat duels.



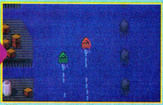
A victory will net you money to spend on a faster and more durable speedboat.

Race In Three Views

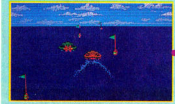
The action begins on the starting line with a side view showdown. When the flagger jumps and starts to wave, that's your cue to hit the gas. After the initial sprint, the race is then shown overhead or from behind the boats. The view may change several times in the course of a race. In either view, though, your goal is the same; to collect Nitro charges, get around your opponent and sail to the finish line in first place.



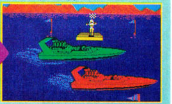
As soon as the flagger jumps into the air, it's OK to take off.



When the view switches to an overhead perspective, maneuver around your opponent.



Stay between the buoys for maximum performance in the behind-the-boats view.



If the boats are close at the finish line, you'll see a slow motion replay.

PLAYER'S PO

GRAND PRIZE:

See The AMERICAN GLADIATORS LIVE!

AMERICAN GLADIATORS
AMERICAN GLADIATORS

Grand Prize includes:

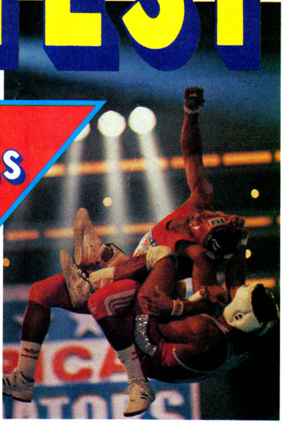
- A TRIP FOR FOUR TO SEE THE AMERICAN GLADIATORS IN ACTION
- PERFORM SOME OF THEIR STUNTS YOURSELF
- AN AMERICAN GLADIATORS GAME PAK

LL CONTEST

SECOND PRIZE:

15 Winners

AMERICAN GLADIATORS GAME PAKS



Even if you can't be an American Gladiator, you can show that you have a true competitor's spirit by participating in the competition via the NES.

THIRD PRIZE:

50 Winners

New Design

NINTENDO POWER *Jerseys*

NINTENDO POWER

Join Team Power and make a fashion statement! Our Nintendo Power jerseys have a whole new look. Fifty winners will get into it.

Official Contest Rules (No Purchase Necessary)

To enter, either fill out the Player's Poll response card or print your name, address and telephone number on a plain 3" x 5" piece of paper. Mail your entry to this address:

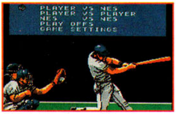
NINTENDO POWER PLAYER'S POLL
P.O. BOX 97062
REDMOND, WA 98073-9762

One entry per person, please. All entries must be postmarked no later than October 1, 1991. On or about October 15, 1991, winners will be randomly drawn from among all eligible entries. Winners will be notified by mail. By accepting their prizes, winners consent to the use of their names, photographs, or other likenesses for the purpose of advertisements or promotions on behalf of "Nintendo Power" magazine or Nintendo of America Inc. without further compensation. Chances of winning are determined by the total number of entries received. Prizes are limited to one per household. Winners may not elect to substitute prizes. All prizes will be awarded. To receive a list of winners, which will be available after October 30, 1991, send your request to the address provided above. GRAND PRIZE TRIP: Nintendo will arrange air travel and accommodations for the Grand Prize winner and three guests to attend a live performance of the "American Gladiators." If the winner or any friend attending the event is under the age of 18, the group must be accompanied by a parent or acting guardian. The actual date of the trip is subject to final determination by Nintendo of America Inc. and to accommodation and airfare availability. Nintendo of America Inc. reserves the right to substitute a cash award in the total amount of $5000 if a performance of the "American Gladiators" is not available. This contest is not open to employees of Nintendo of America Inc., their affiliates, agencies, or immediate families. Void in Canada and elsewhere where prohibited by law. This contest is subject to all federal, state, and local laws and regulations.

BO JACKSON BASEBALL

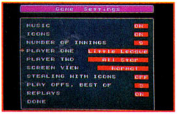
Just as multi-talented sports star Bo Jackson is missing the '91 pro baseball season he also seems to be sitting out Data East's Bo Jackson Baseball, making only cameo appearances on the title screen and at the end of the game. Regardless of Bo's whereabouts, the game is a solid baseball exercise with a lot of different ways to play. You can take on another player, play against a computer controlled team or simply spectate as two computer teams have it out. You can also choose the general strength of each team and set up a playoff series.

Even with no Bo, this one ranks well with other NES Baseball games.



PLAYER VS NES
PLAYER VS PLAYER
NES VS NES
PLAY OFFS
GAME SETTINGS

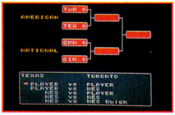
Choose one of many different playing configurations.



Game Settings

MUSIC	ON
ICONS	ON
NUMBER OF INNINGS	9
PLAYER ONE	Little League
PLAYER TWO	All Star
SCREEN VIEW	Normal
STEALING WITH ICONS	OFF
PLAY OFFS, BEST OF	5
REPLAYS	ON
DONE	

Team abilities range from Little League to Big League to All Star.



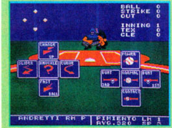
AMERICAN
TOR 0
TEX 0
NATIONAL
CHN 0
CIN 0

TEXAS		TORONTO
PLAYER	VS	PLAYER
PLAYER	VS	NES
NES	VS	PLAYER
NES	VS	NES
NES	VS	NES Quick

Teams from four of the 26 Big League cities can participate in the Playoffs.

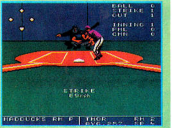
Pitching And Hitting Are Keys

The most interesting part of this game is the battle between the pitcher and the batter. The pitcher has a choice between five distinct pitches and can influence the curve of the ball in flight. The batter can choose to bunt along either base line or hit the ball with varying degrees of power. In a one player game, you see the pitcher/batter match-up from the mound when you're pitching and from the plate when you're at bat. In a two player game, the match-up is always shown from the plate.



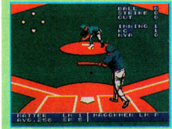
BALL 0
STRIKE 0
OUT 0
INNING 1
TEX 0
CLE 0
CHANGE UP
SLIDER
KNUCKLE
CURVE
FAST BALL
POWER
BUNT 3RD
NORMAL
BUNT 1ST
CONTACT
ANDRETTI RH P
PIMIENTO LH 1
AVG.320 SP 3

Choose from five pitches or batting strokes.



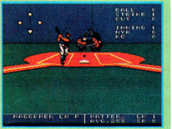
BALL 0
STRIKE 1
OUT 1
INNING 1
PHL 0
CHN 0
STRIKE
69mph
MADDUCKS RH P
THOR RH 2
AVG.257 SP 4

You can draw a lot of strikes if you have good ball control.



BALL 0
STRIKE 0
OUT 0
INNING 1
KC 0
NYA 0
MATTER LH 1
AVG.256 SP 5
MAGGKMEN LH P

Watch the action from the plate when you're hitting.



BALL 0
STRIKE 1
OUT 0
INNING 1
NYA 0
KC 0
MAGGKMEN LH P
MATTER LH 1
AVG.256 SP 5

View from the mound when you're pitching.

YOUR GUIDE TO THE LATEST NES RELEASES

TITLE	COMPANY	PLAY INFO	POWER METER RATINGS				GAME TYPE
			G	P	C	T	
Bo Jackson Baseball	Data East	2P-S	3.3	3.0	2.6	2.8	Baseball
Eliminator Boat Duel	Electro Brain	2P-S	2.8	3.6	3.3	3.2	Speed Boat Race
Kick Master	Taito	1P	3.3	3.8	3.5	3.3	Martial Arts Action
Smash TV	Acclaim	2P-S	2.6	3.8	3.3	2.9	Game Show Action
Star Meter	JVC	1P	3.8	3.5	3.3	3.8	Sci-Fi Adventure
WURM	Asmik	1P	3.4	2.9	3.4	3.7	Sci-Fi Adventure

LISTING KEY

You can get the most out of our game listing by understanding the categories. Title, Company and Game Type are self explanatory. Use this Key to understand Play Info and the valuable Power Meter ratings.

PLAY INFO

Games are made to be played with as many as four players. Some also employ a battery or password to save game play data.

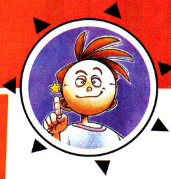
1P = ONE PLAYER
2P-S = TWO PLAYER SIMULTANEOUS
4P-A = FOUR PLAYER ALTERNATING
PASS = PASSWORD
BATT = BATTERY

POWER METER

The Pros at Nintendo HQ rate each new game. Ratings are from 1 (poor) to 5 (excellent) in four different categories:

G = GRAPHICS AND SOUND
P = PLAY CONTROL
C = CHALLENGE
T = THEME AND FUN

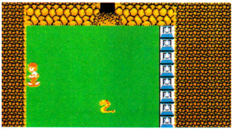
COUNSELORS' CORNER!



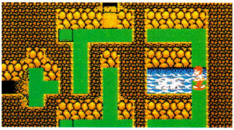
STARTROPICS

HOW DO I REACH THE GEYSER IN HERMIT'S MOUNTAIN?

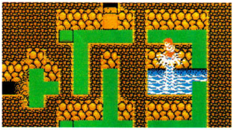
Po knows how to reach the Hermit in the Hermit's Mountain that is. You found a clue in his poem that talks about Raindrops. At the heart of the Mountain is a room with a pool, but there is no door leading into the room. You guessed it, there's a secret door! In the room to the right of the geyser you'll find a Looper. Defeat the Looper and walk through the left wall of the room. Once you reach the hidden pool room, jump onto the white water and it becomes a geyser that jets you upward to the top of the mountain. There in a cave above the clouds is the Hermit with his Scroll containing the magic chant.



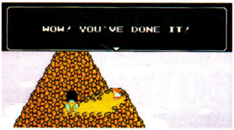
Walk through the wall, even though you don't see a shadow.



Jump onto the patch of white water in the pool.



The geyser gushes, carrying you upward!



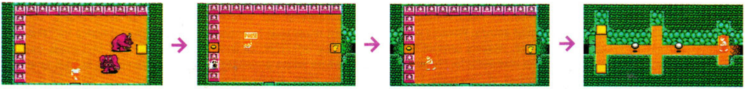
WOW! YOU'VE DONE IT!

The Hermit will be happy to help you out.

STARTROPICS

HOW DO I GET PAST THE BIG BULLY ROOM?

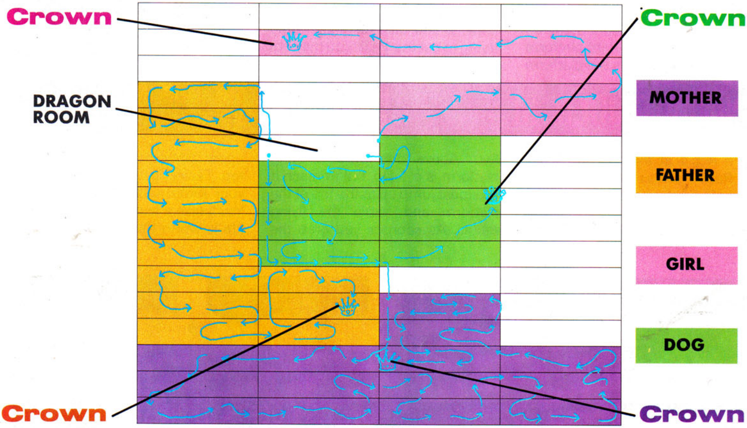
You'll need to find a secret door to get out of this section of Captain Bell's Cave. The traps and puzzles that the Captain built into the Cave are not always easy to see, or to solve. In the room with the two Big Bullies, Mike must first defeat the bovine brutes then use the Rod of Sight, which he picked up earlier. Don't take the door that opens up to the right. The Rod of Sight reveals the presence of a ghostly Minie. If you defeat the Minie, a secret door appears to the left which will lead to the room with two dangerous silver balls. From there, the adventure continues as Mike looks for the waterwheel mechanism in order to sink Captain Bell's ship.



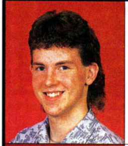
LEGACY OF THE WIZARD

WHICH CHARACTER DO I USE TO REACH THE CROWNS?

Legacy of the Wizard provides all sorts of challenges, but one of the most difficult parts of the game is deciding which family member goes where. The chart shown here indicates how the Mother, Father, Girl and Dog should proceed through the game, beginning in the Dragon Room. Each of these characters has one area in which they are the best, or only, choice if you want to get the crown. The routes shown on the chart indicate the general path that a particular character should take. For instance, the Girl's area of expertise is in the upper right-hand part of the world where her high jump boots are necessary for success. The Father's area is on the left side of the world. The Dog's area is in the center. The Mother's area is in the lower portion of the world. Once the four crowns have been collected, the Boy can warp to the final area of the game where he must find the Dragon Sword. Only with the Dragon Sword can you defeat the Dragon.

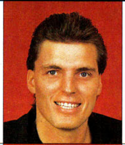


GAME COUNSELOR PROFILES



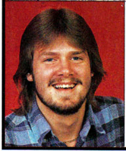
Matt Alderman

Became Game Counselor: February, 1990
Hobbies: Martial Arts, Sports, Drawing, Video Gaming
Best NES Accomplishment: First GPC to finish Little Nemo The Dream Master
Favorite NES Game: Crystalis, Mega Man



Roger Harrison

Became Game Counselor: May, 1990
Hobbies: Baseball, Basketball, Fishing, Reading
Best NES Accomplishment: Finished Blaster Master without losing a life
Favorite NES Game: Baseball Stars



Jerry Hicks

Became Game Counselor: May, 1990
Hobbies: Playing Video Games, Music, Horseback Riding, Computers
Favorite NES Game: Crystalis

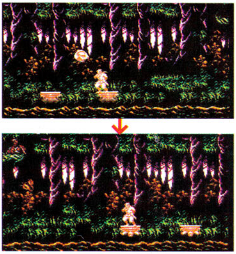
Brian Downey

Became Game Counselor: May, 1990
Hobbies: Reading, Snacking, Movies
Best NES Accomplishment: Finished Mega Man 3 with one man
Favorite NES Game: Castlevania 3

NINJA GAIDEN III

HOW DO I GET THE 1-UP IN ACT 3, STAGE 1A?

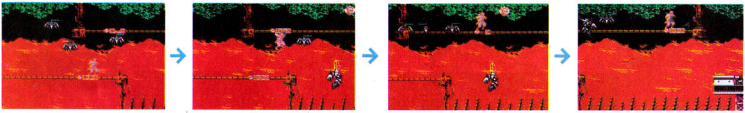
In Act 3 of Ryu's latest adventure, our ninja hero finds himself struggling through the merciless Amazon jungle, leaping from solid ground to hanging creepers while the jaws of piranha fish snap just below. In the middle of this area, located between two diagonally moving platforms, is a 1-Up. As the two platforms come together near the surface of the water, you must jump from the right platform to the left. Stand on the left edge of the right platform and jump just before the platform reaches its lowest point. Slash the 1-Up as you jump. If you don't time the jump correctly, keep trying. Duck down or slash the piranha when they jump at you. Don't try to get the 1-Up from the platform because it will fall into the water and be lost. You can ride the platforms up and down to try for the 1-Up several times, but the piranha fish will leap at you as you go up. You also have to watch the timer. If you take too much time trying to get the 1-UP, you may not make it out of the stage.



NINJA GAIDEN III

HOW DO I GET THE 1-UP IN ACT 4, STAGE 1A?

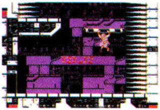
In Act 4 at the base of Castle Rock Fortress Ryu must catch hold of overhead moving platforms that will carry him over gaping chasms. If he falls, that's it for Ryu. Above the fourth moving platform is a 1-Up, but to reach it you must jump up to the top of the platform and battle the flying robots. As soon as you grab the upper platform, swing up to the top. Facing the 1-Up, hit it with your sword while approaching it. You'll take a few hits, but the extra life is worth the effort.



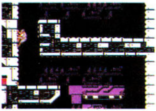
NINJA GAIDEN III

HOW DO I GET PAST THE SPIKE ROOM IN ACT 7, AREA 3C?

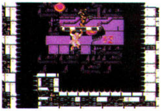
The spikes in this stage slide in and out of the wall, so if you're not careful, Ryu will become a shishkabob. The trick is to time your jumps to the wall at the exact moment when the spikes disappear. That will give you the maximum amount of time to make your second jump to a safe spot where the spikes don't protrude. The enemies in this stage shouldn't give you too much trouble, but you should have the super sword to extend your attacking range. Whatever you do, don't go slowly.



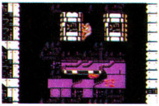
First, jump to the left wall when the spikes are in, then to the platform.



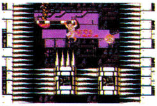
Take the narrow passage to the left, jumping quickly twice to the platform.



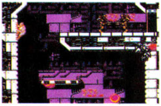
Swing up behind the guard on the platform and give him some sword.



From the middle platform, jump up into the middle gap when the spikes disappear. Now jump to the right platform.



Make the leap to the overhead platform, swing up to avoid the blob and defeat the guard with a quick blow.



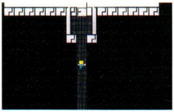
One final jump to the left wall when the spikes are in the wall will allow you to reach the end of this grueling stage.

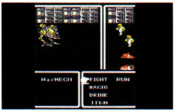
FINAL FANTASY

HOW DO I FIND WARMECH?

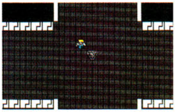
WarMech guards the approach to Tiamat's chamber in the high-tech Sky Palace. He is one of the most truly awesome foes in Final Fantasy—a real test of your mettle—but the challenge of defeating WarMech is made all the more difficult by the problem of finding him. The odds are that when you cross the narrow bridge that leads to Tiamat's chamber you will not encounter the feared foe. In fact, the chance of battle is only 1 in 64. You can increase the odds, however, by walking back and forth on the bridge. It may take several minutes, but eventually WarMech will appear, and he won't be awfully pleased to see you.

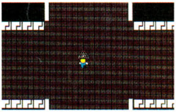
Another area where Light Warriors run into trouble is in the intersection maze of the Sky Palace. When you leave the warp, go two screens up and two screens to the left, then step onto the warp. Although it looks like the same warp, it will take you closer to Tiamat, and WarMech!


Hang out on the space bridge in front of Tiamat's chamber, walking back and forth.



Eventually, WarMech appears. Prepare to get Nuked!

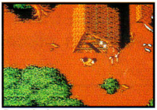

From the Warp, go up two screens and left two screens.

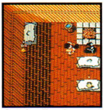

The Warp to the next level looks exactly like the one you just came from.

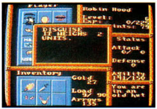
ROBINHOOD: PRINCE OF THIEVES

HOW DO I GET INTO THE FINAL CASTLE?

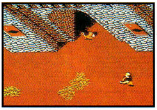
Robin of Locksley is too well known by the Sheriff's henchmen to sneak into the castle—that is unless he is in disguise! Robin encounters a woodsman during a mission prior to reaching the castle area. While the woodsman sleeps outside, Robin can slip into his house and find the disguise. Back at the castle where the hanging is taking place, Robin enters into an endless battles if he doesn't wear the disguise. Once he has replaced his armor with the disguise, however, a guard will challenge him to a duel. If Robin defeats the guard, he will be able to enter the castle and seek his revenge.

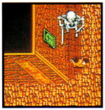

Enter the hut.

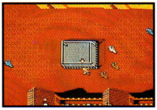

Get the disguise.

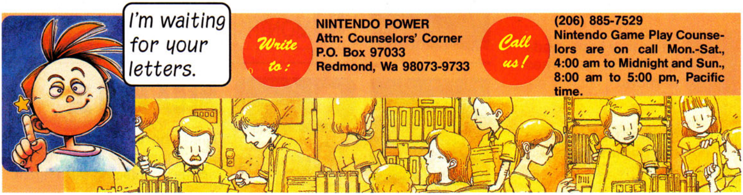


Put on the disguise.


Approach the guard.


Fight!

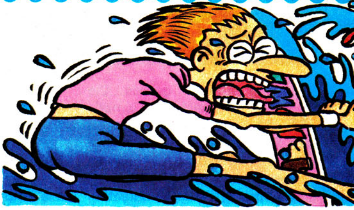

There'll be no executions today.


I'm waiting for your letters.
Write to:
Call us!

NINTENDO POWER
Attn: Counselors' Corner
P.O. Box 97033
Redmond, Wa 98073-9733

(206) 885-7529
Nintendo Game Play Counselors are on call Mon.-Sat., 4:00 am to Midnight and Sun., 8:00 am to 5:00 pm, Pacific time.

NINTENDO POWER



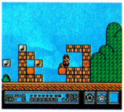
Volume 28 September 1991

TOP·30

There are few shake-ups in the Top Ten this month, but Battletoads, a new face in the crowd, premieres in eleventh place, putting the pressure on the leaders.

Use this color-coded key to check on your favorite games.

🟥	Newcomers appearing for the first time this month.
🟩	Games that have appeared between two and nine times.
🟪	Titles that have made the Top 30 ten times or more.
MONTHS	Number of months the games have rated in the Top 30.



1 9,029 POINTS

23 MONTHS

SUPER MARIO BROS. 3

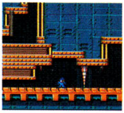
Mario 3 continues to hold the lead in his amazing twenty-third month in the Top 30.

2 7,582 POINTS

10 MONTHS

TMNT II: THE ARCADE GAME

In the number-two slot for another month, the bodacious turtles are taking it easy.



3 5,616 POINTS

10 MONTHS

MEGA MAN III

Mega-hero and mega-villain prove that they have enduring appeal by placing third again.

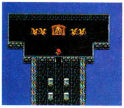
POWER
NINTENDO
NINTENDO

4 5,251 POINTS

11 MONTHS

CRYSTALIS

Science fiction and fantasy blend to make this huge futuristic adventure intriguing.



5 5,156 POINTS

13 MONTHS

FINAL FANTASY

The fantasy may be final but, chances are, this won't be its final month in the Top Ten.

6 4,511 POINTS

5 MONTHS

THE SIMPSONS: BART VS. THE SPACE MUTANTS

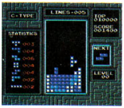
Don't have a cow, man. There's a purpose behind Bart's spray-painting madness.

7 4,474 POINTS

9 MONTHS

DRAGON WARRIOR II

Lots of persistent players are trying to solve the many mysteries of Erdrick's legend.

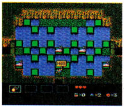


8 4,371 POINTS

19 MONTHS

TETRIS

Tetris players are no block heads—you have to be clever to manipulate tetrads!

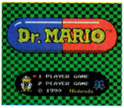


9 4,350 POINTS

6 MONTHS

STARTROPICS

The circumstances of Dr. J's disappearance are puzzling Mike—and his many fans.



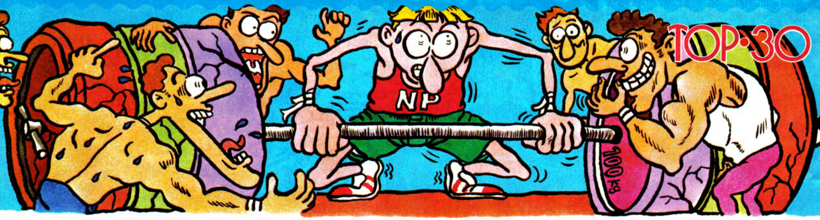
10 3,429 POINTS

8 MONTHS

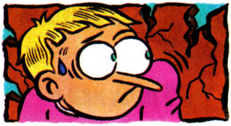
DR. MARIO

Virus-stompers everywhere are tossing capsules, keeping the little vermin in check.

11	3,219 POINTS	BATTLETOADS
12	2,908 POINTS	THE LEGEND OF ZELDA
13	2,541 POINTS	SUPER MARIO BROS. 2
14	2,351 POINTS	MEGA MAN II
15	2,324 POINTS	DESTINY OF AN EMPEROR
16	2,066 POINTS	DOUBLE DRAGON III
17	1,838 POINTS	Bases Loaded II
18	1,779 POINTS	DRAGON WARRIOR
19	1,740 POINTS	ULTIMA: QUEST OF THE AVATAR
20	1,663 POINTS	TECMO BOWL
21	1,523 POINTS	DOUBLE DRAGON II
22	1,470 POINTS	TEENAGE MUTANT NINJA TURTLES
23	1,397 POINTS	ZELDA II THE ADVENTURE OF LINK
24	1,386 POINTS	Castlevania III—Dracula's Curse
25	1,368 POINTS	MANIAC MANSION
26	1,168 POINTS	FARIA
27	1,146 POINTS	WIZARDRY
28	1,144 POINTS	DISNEY'S DUCK TALES
29	1,074 POINTS	BATTLE OF OLYMPUS
30	1,045 POINTS	Little Nemo the Dream Master



Players' Picks

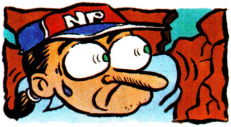


GAME	PTS.
1. Super Mario Bros. 3	4,644
2. TMNT II: The Arcade Game	4,002
3. Mega Man III	3,315
4. Final Fantasy	2,061
5. The Simpsons: Bart vs. the Space Mutants	1,648
6. Dragon Warrior	1,406
7. Battletoads	1,374
8. Mega Man II	1,256
9. The Legend of Zelda	1,180
10. Dragon Warrior II	1,120
11. StarTropics	1,010
12. Tetris	1,000
13. Double Dragon III	994
14. Dr. Mario	983
15. Castlevania III—Dracula's Curse	978
16. Zelda II— The Adventure of Link	895
17. Super Mario Bros. 2	817
18. Double Dragon II	672
19. NES Play Action Football	606
20. Tecmo Super Bowl	593
21. Teenage Mutant Ninja Turtles	586
22. Maniac Mansion	574
23. Super Mario Bros.	573
24. Monopoly	572
25. Super C	542
26. G.I. Joe	541
27. Disney's Duck Tales	523
28. Dragon Warrior III	518
29. Crystalis	509
30. Mega Man	496

PLAYERS MAKE THE HITS

Their top ten shuffles only slightly, with the exception of a new title, Battletoads, at number seven.

Pros' Picks



GAME	PTS.
1. Crystalis	4,742
2. Final Fantasy	3,095
3. StarTropics	2,686
4. Dragon Warrior II	2,581
5. Destiny of an Emperor	2,324
6. Battletoads	1,845
7. Ultima: Quest of the Avatar	1,740
8. The Legend of Zelda	1,728
9. Faria	1,168
10. Wizardry	1,146
11. Mega Man III	1,133
12. The Simpsons: Bart vs. the Space Mutants	1,097
13. Battle of Olympus	1,074
14. Super Mario Bros. 3	981
15. The Immortal	899
16. Maniac Mansion	794
17. Bandit Kings of Ancient China	712
18. Nobunaga's Ambition II	642
19. Adventures of Lolo III	619
20. Solstice	595
21. Shadowgate	525
22. Princess Tomato in the Salad Kingdom	513
23. Zelda II—The Adventure of Link	502
24. Mega Man II	490
25. Dr. Mario	455
26. Tetris	432
27. Castlevania III—Dracula's Curse	408
28. Dragon Warrior	373
29. MetalStorm	350
30. Metroid	338

THE PROS PICK STRATEGY OVER ACTION

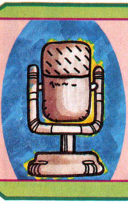
Games with lasting challenge dominate the pros' list. Faria, a new title, shows up this month.

Dealers' Picks

GAME	PTS.
1. TMNT II: The Arcade Game	3,580
2. Super Mario Bros. 3	3,404
3. Tetris	2,939
4. Dr. Mario	1,991
5. Bases Loaded II	1,838
6. The Simpsons: Bart vs. the Space Mutants	1,766
7. Super Mario Bros. 2	1,724
8. Tecmo Bowl	1,663
9. Mega Man III	1,168
10. Double Dragon III	1,072
11. Little Nemo the Dream Master	1,045
12. WWF Wrestlemania Challenge	1,014
13. Teenage Mutant Ninja Turtles	884
14. Double Dragon II	851
15. Wheel of Fortune	825
16. Al Unser Jr.'s Turbo Racing	774
17. Dragon Warrior II	773
18. Bill Elliott's NASCAR Challenge	758
19. Caveman Games	733
20. Paper Boy	722
21. Arch Rivals	703
22. Baseball Simulator 1.000	689
23. Dungeon Magic	678
24. StarTropics	654
25. Disney's Rescue Rangers	654
26. Batman	627
27. Golf	625
28. Disney's Duck Tales	621
29. Family Feud	606
30. Mega Man II	605

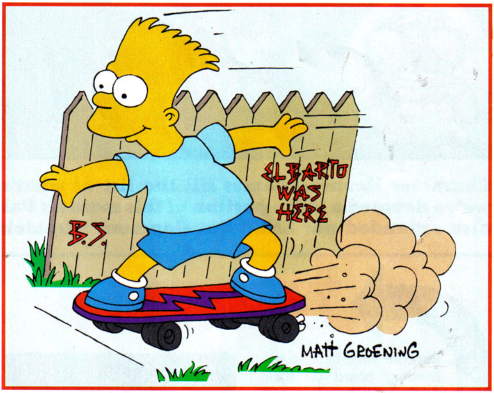
DEALERS TRY TO GAUGE FUTURE DEMAND

If they can predict what the next big hit will be, dealers will keep their customers happy.



CELEBRITY PROFILE

BART SIMPSON



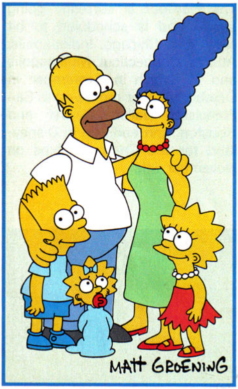
Few NES games of recent note can compare in popularity to Bart Simpson Vs. The Space Mutants. Bart's legion of followers are also avid video gamers, and it should come as no surprise that Bart is as well. Nintendo Power recently had a chance to interview Bart on video games and life in general.

Nintendo Power: Bart, you're a big video game player. What do you think of video games in general?

Bart: I think they could be a lot louder. Sometimes when I'm in a totally intense playmode with the volume turned all the way up, I can still actually hear myself think . . . It's very distracting.

NP: Do you have any plans for video games?

Bart: Yeah, man! I'm working on a plan to change all the desk tops at school into video games. And then have our grades based on our total points scored for the semester. Cool idea, huh?



NP: And how's this plan of yours coming along?

Bart: Well, naturally I'm meeting with a lot of resistance. It's typical of the sort of narrow-mindedness we vision dudes run up against all the time.

NP: Any advice or playing techniques you'd like to pass on to our readers?

Bart: Yeah. Forget shaking the T.V. set. I've tried it and it never works!

NP: We hear so much about how stressed kids are these days. How do you balance between fun and stuff like homework?

Bart: Heavy on the fun, easy on the homework has always been a good rule of thumb.

NP: What is your idea of the ultimate vacation?

Bart: I'd like to take my skateboard to the Great Wall of China and go the distance, man!

NP: Do you have any interesting hobbies?

Bart: With all the time I devote to skateboarding and playing video games, I don't have time for hobbies.

NP: What do you want to be when you grow up?

Bart: I'm still undecided careerwise. I guess I'll either be the guy who fishes the loose change out of the moat at Sir Putt-A-Lot's Miniature Golf Course, or Vice President of the United States.

NP: Do you have any other plans for the future?

Bart: Well, Krusty the Clown comes on in about 30 minutes, so that'll take me right on up 'til dinner time. Beyond that, hey . . . why tempt fate, man!

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PAK WATCH

NINTENDO
POWER

A LOOK INTO THE FUTURE OF NES AND SUPER NES GAME PAKS!

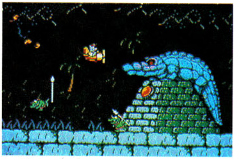
Character licensed games fill the list of what's coming for the NES, so we've devoted a large portion of this month's Pak Watch to these titles. We also expanded our SNES Development Dispatches. Enjoy!

Just Around The Corner

TAILSPIN

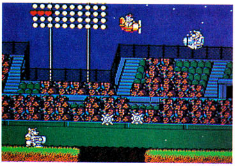
Capcom went back to the drawing board on their TailSpin NES game, and came up with a new version for the CES show. Whereas the first game we saw concentrated exclusively on Baloo's aerial adventures, the new version was well-balanced with a variety of activities for Disney's high-flying bear of adventure.

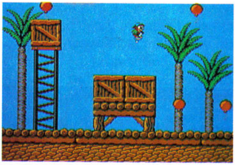
Just like in the hit T.V. show, Baloo must pilot his plane, the Mini Seaduck, through air battles, and races as he vies with his rivals Shere Khan, Don Karnage and their henchmen.

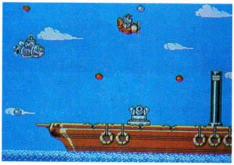


The action isn't limited to the sky, as Baloo can also hit the dirt for ground based fun. The action scenes, are similar to the action in Rescue Rangers and Duck Tales, add another dimension to TailSpin's eight different levels.

Nintendo video game players in some areas may have already had a chance to preview TailSpin as it is one of the featured games in The Disney Afternoon PlayTour, which is presented by Capcom. The PlayTour is currently going strong and is scheduled to hit New York, Chicago, Indianapolis, Atlanta, Connecticut, Minneapolis and Ft. Worth in September. In October the tour moves on to San Francisco, Dallas, Denver and Houston, and ends up in Disneyland for the Championships on November 8th.



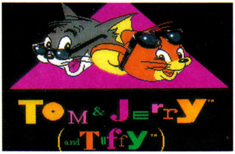




Just Around The Corner

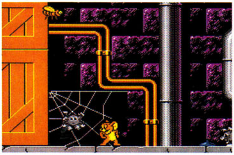
TOM & JERRY

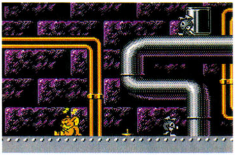
This new NES action game from Hi-Tech captures the flavor of the classic Tom & Jerry cartoons by giving main mouse Jerry tons of character. Not only does he have a lot of cool moves, but the game gives him other animations depending on the situation. For example, he'll stand there and fidget impatiently if you take too long to move. The enemy characters are suitably toon-like, including spiders that look like they stepped out of an old Max Fleisher cartoon.

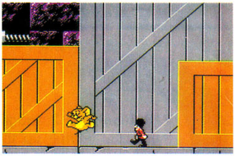


When you have to out-toon top cat Tom, you'll find him to be a very large character. The play control is good as Jerry makes his way through multiple floors of his house to find Tuffy, who's been mouse-napped and put into a trunk in the attic by Tom. Plenty of household obstacles, hidden dangers and hilarious surprises are in-store for Jerry on this mission!

Hi-Tech is also working on Sesame Street Countdown. This pre-school pak tests the up-and-coming power player's ability to find and recognize numbers. It also get them started on counting and addition. Like Big Bird's Hide And Speak, it has digitized voices, this time of The Count, of course.





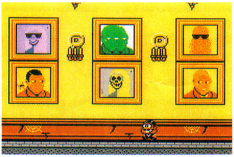


Just Around The Corner

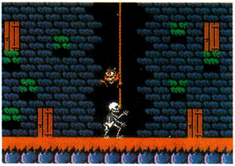
THE ADDAMS FAMILY

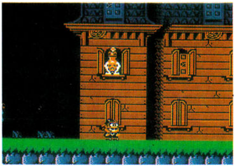
From what we've seen and heard of the new Addams Family movie due out this fall, it looks like it will be a hit. The casting was right-on, the costumes, make-up and sets look good and the script is very funny.

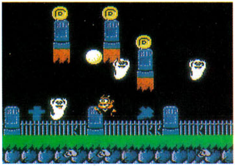
The story goes that an imposter Uncle Fester is trying to scam the Addams Family out of their family fortune. But even after he gains entrance to the family mansion, the troubles are only beginning. As anyone who watched the classic television Addams Family knows, that house contained a lot of creepy, kooky, spooky and ooky stuff!



Ocean is working on a NES title based on the movie that focuses on action in the Addams Family mansion. At least part of the game will be a side scrolling action affair with Gomez rambling around the mansion in search of coins and other items. The look of the game is humorous and little touches like the eyes in the paintings that follow your movement add to the atmosphere and fun.



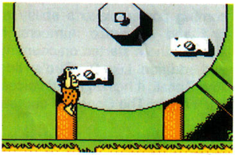


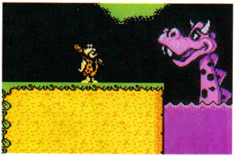


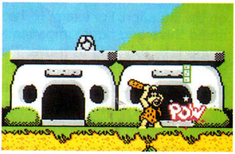
Just Around The Corner

THE FLINTSTONES

Taito's NES game based on everyone's favorite modern Stone Age family was a pleasant surprise at the Consumer Electronics Show. Although at first glance The Flintstones looked like just another side-scrolling action game, the Fred Flintstone character is really fun, and the authentic Bedrock backgrounds add feeling of the game. Fred can run, jump and climb his way over obstacles as Stone-Age contraptions and pesky pterodactyls try to hinder his progress. Fred is joined by Barney in his quest to find the parts for a time machine that will enable them to go after aliens from the future who have captured Dino and Hoppy and put them in a zoo.



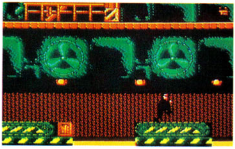




Just Around The Corner

TERMINATOR 2

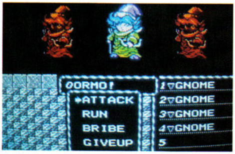
With Terminator 2: Judgement Day tearing up the movie box office this summer, it shouldn't be long before the NES and Game Boy versions are available courtesy of LJN. In the game, you take control of the good guy, Terminator, and use your hi-tech weapons to protect yourself and John Conner from the evil super-advanced terminator and other threats in six action levels. The early version we saw at the Consumer Electronic Show looked pretty good with moody backgrounds and graphics.

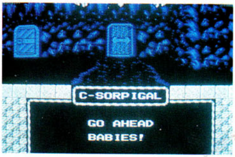


Just Around The Corner

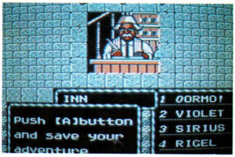
MIGHT & MAGIC

It seems like RPGs are experiencing a slight resurgence in popularity, as evidenced by the fact that 7 of the Top 30 games this month are in that category. If you're one of the fans of video game RPGs, you should be on the watch for Might & Magic from American Sammy. Like other RPGs, the emphasis in Might & Magic is on the story and puzzles of the game. The graphics inside the mazes are slightly reminiscent of Dungeon Magic, but seem more detailed and smoother. A whole new menagerie of menacing monsters awaits your challenge. The world of Might & Magic has already found success in the personal computer market, now video gamers are on the brink of discovering what the magic is all about.





GO AHEAD BABIES!



Push [A]button and save your adventure

GOSSIP GALORE

ROCKY

After starring in five movies, America's favorite fictional prize-fighter, Rocky, is scheduled for a match on the NES courtesy of American Sammy. In Rocky the video game, you can play as Rocky and simulate his career from his street origins to world championship, fighting the same opponents he did in the movies. Or, you can take the place of Rocky's opponents and try a similar rise to the top, including a bout with Rocky!

MR. GIMMICK

What's the gimmick? Just good play control and easy to follow action in Mr. Gimmick, for the NES. The game may be easy to learn, but it's tough to master. The hero, Mr. Gimmick, is a little Lolo-like character who can shoot a star at his foes as he progresses through a side-view labyrinth. Strategy as well as reflexes are necessary to make it through the colorful fantasy world. Not only will our little green friend find plenty of magic items to help him, but he'll also run into wild allies like a pink brontosaurus!

TMNT III

We haven't seen much of TMNT III from Ultra yet, but we're eagerly anticipating it. This time the turtles' NES adventures take them from jet surfboards in Florida to outer space and back to a floating Manhattan. TMNT III allows you to change turtles throughout the game without a pause. This title should be different from any other TMNT game so far. As you might guess, a 16-bit TMNT title is in the works, but it's a bit further off.

BATMAN: RETURN OF THE JOKER

The Joker returns to the NES in a sequel that follows the DC Comics' image of Batman more than the movie. From what we saw at the CES, not only is Batman wearing his more familiar blue and grey costume, he's also almost twice as large as he was in the first NES game. However, the CES version was not the final one and the game is still under development. With a big screen sequel in the works, perhaps the final version will end up following the new movie. Stay tuned for further bat-bulletins.

BOMBERMAN II

The original NES Bomberman is something of an underground classic. The sequel, which has not yet been officially named, adds a few play features and a fun multi-player mode. With the help of the NES Satellite, you and a couple friends can enter Bomberman's world and blow each other to bits (or is it bytes?). Although at first glance it seems basic, as you play you'll discover the strategy involved. A similar play concept using the Game Link is available in Atomic Punk for Game Boy.

PAK WATCH

NES PLANNER

COMING SOON

Avengers
Barbie
Bases Loaded 3
Bio Force Ape
Contra Force
Cyberball
Hammerin' Harry
Hudson Hawk
King's Quest V
Mega Man 4
Might & Magic
Nightshade
Rocky
Secret Ties
Space Shuttle Project
Star Trek
Terminator 2: Judgement Day
The Addams Family
Tiny Toon Adventures
TMNT III
Toki
Tom & Jerry
Toxic Crusaders
Ufouria
Uncharted Waters
Where In Time Is Carmen Sandiego?
Wizards & Warriors III
Wolverine

SUPER NES PLANNER

COMING SOON

ActRaiser
Castlevania IV
Caveman Ninja
Darius Twin
Drakken
Final Fight
John Madden's Football
PGA Tour Golf
Populous
SimCity
Super Battletank
Super Play Action Football
UN Squadron
Wanderers From Ys

SUPER NINTENDO®

ENTERTAINMENT SYSTEM

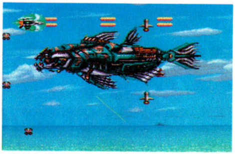
DEVELOPMENT DISPATCH

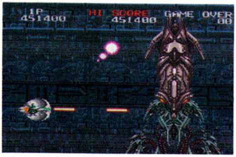
After seeing so many 16-bit Super NES games at the CES, we decided to expand this installment of Pak Watch's SNES Development Dispatches. While many games will be out in Japan before they are released here, the pace of development is heating up, and we expect some titles to come out here first.

Just Around The Corner

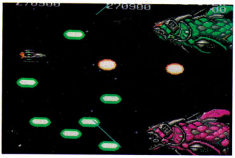
DARIUS TWIN

Although Konami's Gradius III seems to be stealing the Super FamiCom space shoot-em-up game spotlight in Japan, Darius Twin is also one to look out for, especially since Taito is planning on releasing it in the U.S. this year. The graphics are decent and the action is fast, with schools of small enemies and giant super-ships shaped like alien fish attacking frenzied piranhas.





The feature that most sets it apart from Gradius III, and indeed any Super FamiCom action game so far, is that it allows for two player simultaneous play! Even with two players going against the game's challenges, it still seems to be a good test of reflexes and skill. Other games in the Darius series have appeared on other systems, but the Super FamiCom version looks the best. Look for it for your Super NES this fall.



SUPER RUMORS

Super Adventure Island

Big colors and big characters are what's in store in Super Adventure Island. Master Higgins is at it again—and island hopping will never be the same. Master Higgins says, "Drink your milk and you can grow up big and strong like me!" Basketball's bad boy Bill Laimbeer is the star of Hudson's other 16-bit project, Bill Laimbeer's Combat Basketball. This futuristic basket brawl game features two-player simultaneous play (of course) and an overhead view of the court.

Ultraman from Bandai

Not everyone got to grow up watching Ultraman (Japan's answer to the 1960's Batman TV show), but those who did have fond memories of the show. Campy creatures and hoaky special effects were common as Ultraman defended his adopted planet, Earth, from gigantic planet wrecking monsters. Bandai plans to release a Super NES game starring Ultraman, but it will be based on the new animated U.S. series scheduled to start next year. It features one-on-one sparring between Ultraman and his space borne adversaries.

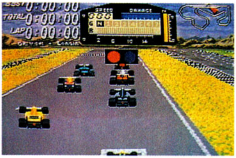
Home Alone

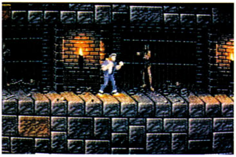
The idea of a video game based on the comedy hit Home Alone seems like a natural, and THQ was previewing a 16-bitter at the last CES. From the small portion that was completed, it looks like the side scrolling action game will follow the trials and tribulations that befall Kevin as the crooks try to invade his home. The game connects with the movie further through digitized stills straight from the big screen. THQ is also developing Pit Fighter for the SNES, which will feature actual digitized figures in no-holds-barred street brawling action.

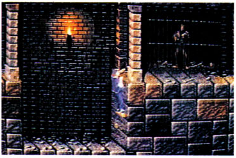
Just Around The Corner

NOSFERATU

Seta was a surprise at the Consumer Electronic Show because of the number of 16-bit titles they have in the works. Just for starters they have Super Formula One Built To Win (which reminded this Pak Watcher of F-Zero with no boundaries) and a 16-bit baseball game. Their most stunning project though, is Nosferatu. If you've seen Prince Of Persia on the PC, you'll recognize Nosferatu since it is similar to that game only with a horror setting. The background graphics are detailed and very gothic with super realistic animation on the main character. Games like this show the potential of the Super NES to emulate or even improve on games from PCs.



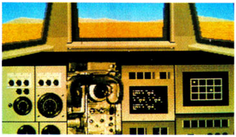


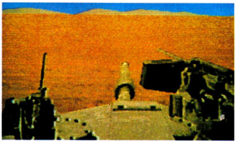


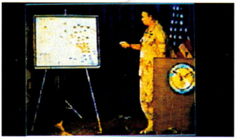
Just Around The Corner

SUPER BATTLETANK

Although only a graphics demo of Super Battletank was available for preview at the CES, the sample looked great. The game allows you to take control of one of the Army's M1A1 Battletanks and fight in missions that re-create the Desert Storm campaign. Programmer Garry Kitchen used the Super NES VGA color mode to simulate realistic pictures with 256 different colors on the screen. The digitized press conference cinema scene looked like it could have come off the 11 o'clock news and the tank interiors looked real, too.







SUPER RUMORS

Wanderers From Ys

Another popular RPG series from Japan is making its way to America via video games: Wanderers From Ys (pronounced "ease"). Already in its third installment in Japan, the Ys series is heralded as one of the best RPGs by its fans. Part of the reason could be the deep story line and the action/adventure elements that are worked in. You'll like the game's graphics if you're a fan of Japanimation because the characters have that look and feel. We'll have more on this one in a future issue.

Ultrabots: Sanction Earth

Data East has begun an ambitious development project for the Super NES with Ultrabots: Sanction Earth. The action is set in the far future and the player takes control of an Ultrabot, or giant robotic war machine. The viewpoint on the action is from the cockpit of the machine, making this one of the first vehicle simulation type games for the SNES. Data East is also working on Caveman Ninja, a translation of the humorous arcade action game Joe & Mac.

Miscellaneous

We heard about a ton of Super NES games at the CES! Here is a brief run down: Chessmaster (Mindscape), Hat Trick Hero (Taito), Hyperzone (HAL), Lagoon (Kemco-Seika), Lemmings (Sunsoft), NCAA Final Four (HAL), Nolan Ryan's Baseball (Romstar), Paperboy 2 (Mindscape), RoboCop 3 (Ocean), RPM Racing (Interplay), Samurai (Seta), Shanghai (Activision), Smash TV (Acclaim), Space Megaforce (Toho), Super Earth Defense Force (Jaleco), WWF Wrestlemania Challenge (Acclaim), X-Men (LJN).

NINTENDO POWER Bulletin Board

BACK ISSUES

Nintendo Power's back issues are available individually. Add them to your collection! They contain these exciting reviews:

Volume 14 (July/Aug. '90): Rescue Rangers, Snake's Revenge, Solstice, Crystalis.
Volume 16 (Sept./Oct. '90): Maniac Mansion, Final Fantasy, Roller Games, NES Play Action Football, Snake Rattle 'N Roll, Kickle Cubicle.
Volume 18 (Nov./Dec. '90): Dr. Mario, Castlevania III, Little Nemo the Dream Master, Solar Jetman.
Volume 20 (Jan.'91): Mega Man III, Déjà Vu, Gremlins 2, The Immortal.
Volume 21 (Feb. '91): StarTropics, TMNT II: The Arcade Game, Quantum Fighter, Magician, Ultima: Quest of the Avatar.
Volume 22 (March '91): MetalStorm, StarTropics, G.I. Joe, Hudson's Adventure Island II.
Volume 23 (April '91): Power Blade, Sword Master, Totally Rad, Monopoly.
Volume 24 (May '91): Vice: Project Doom, The Adventures of Lolo III, The Rocketeer, The Lone Ranger.
Volume 25 (June '91): Battletoads, Day Dreamin' Davy, NES Open Tournament Golf.
Volume 26 (July '91): Robin Hood, Rockin' Kats, The Little Mermaid.
Volume 27 (Aug.'91): Megaman In Dr. Wily's Revenge, Ninja Gaiden III, Dragon Warrior II & III.

To order your back issues, use the form at the front of this issue.

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Nintendo Power's Strategy Guides and tip books cover some of the most popular games ever and contain the most complete information there is.

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Volume 13: Super Mario Bros. 3,
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Volume 19: 4-Player Extra

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The Legend of Zelda: Tips and Tactics and How to Win at Super Mario Bros.

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—Super Mario Bros. 2
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—Castlevania II—Simon's Quest
—Zelda II—The Adventure of Link
—Teenage Mutant Ninja Turtles.

The Second-Year Set covers these games:

—Mega Man II
—Dragon Warrior
—Super Mario Bros. 3
—Tetris
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PLAYER'S POLL CONTEST WINNERS FROM MAY 1991

GRAND PRIZE: A HUDSON HAWK SCAVENGER HUNT AND SONY BIG SCREEN TV

WINNER: Ross Moskowitz, El Cajon, CA

SECOND PRIZES: A MOVIE PARTY AND HUDSON HAWK GAME PAK

WINNERS: Mike Cavanaugh, Piscataway, NJ; Bobby Johnson, Greensburg, PA; Edward Scott, Brewer, ME; David White, Springfield, VA; David Wicke, Goose Creek, SC.

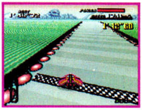
THIRD PRIZES: NINTENDO POWER JERSEYS

WINNERS:

David Bovitz, Hibbing, MN; Steven Bunch, Kingston, IN; Adam Butler, Pelham, AL; Andy Capps, Morganfield, KY; Anthony Cardile, Cochranville, PA; Joshua Caulley, Shaw A.F.B., SC; Walter Dumas, Tulsa, OK; Derek Fulgham, Oklahoma City, OK; Matt Johnson, Antioch, IL; Greg Joplin, San Jose, CA; Andrew Keyfauver, Cheyenne, WY; William A. Ladd, Manchester, NH; Doug Levan, Jefferson City, MO; Jawn Marques, Baton Rouge, LA; Brian Martin, Wildwood, IL; Keith Miles, Green Bay, WI; Eric Milles, Oakdale, MN; Eric Murphy, Clinton, IA; John Paternostro, Dallas, TX; Garin Pirnia, Dayton, OH; Chris Rota, Sterling, NY; Kevin Stogner, Savannah, GA; Justin Stout, Maple Valley, WA; Michael Toole, Warwick, RI; Craig Womer, Baltimore, MD.

COMING NEXT MONTH:

F-ZERO



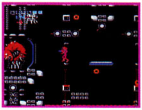
Gather around, racing fans! See what the competition's like in the 26th Century, when racing becomes a bloodsport. Humans and aliens supply the entertainment on a deadly serious assortment of tracks.

STAR TREK

ULTRA
STAR TREK

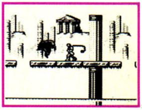
Not the Second Generation! For serious Trekkies only, just in time for the twenty-fifth anniversary and fourth installment of the movie, comes the NES adventure featuring Captain Kirk, Spock and all of your favorite Klingons.

METROID: REVIEW OF THE CLASSIC



Before we introduce Metroid 2, we thought you'd like another look at the original NES hit that pitted Samus Aran against the Mother Brain in a Classic battle for a complex universe.

CASTLEVANIA II…BELMONT'S REVENGE



Drac's back, but so are the Belmonts. In this great Game Boy version, a stage select option lets you choose which of four castles you'd like to travel to. Belmont learns lots of new moves in this one.

Dear Readers,

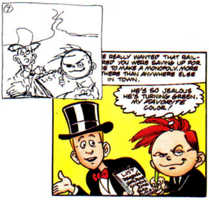
After three years of writing Nester scripts, I thought it was time for you fans to get a glimpse behind all the glamour and glitz. The process begins by choosing a short game tip that can fit into a few frames. After that, it's story time! As you can see in the example, the story begins as a written outline, becomes a rough sketch, and finally, the full color masterpiece you see in Nintendo Power. Along the way, three or four drafts and input from the other Power writers—useful comments like, "Scott, I think you've completely lost it this time"—are standard before the script is sent to Voyager Communications. Art "Well Named" Nichols, who has been drawing Nester for the past six months, sketches the roughs and the final ink drawings, bringing my ideas to life. As for Nester, he just thinks I'm some weird fantasy being who puts words in his head. He could be right.

Scott J. Pelland
Power Editor

7. Nester is consulting an auction program while Howard speaks. If we can see the program, the Railroad could be crossed out, and Illinois Avenue would be the next property on the block.

Howard: "You must have really wanted that railroad. I figured you were saving up for Illinois Avenue to make a monopoly. More people land there than anywhere else in town."

Nester (thinking smugly) : He's so jealous he's turning green. My favorite color.


⑦
LIST
E REALLY WANTED THAT RAIL-
RED YOU WERE SAVING UP FOR
E TO MAKE A MONOPOLY. MORE
THERE THAN ANYWHERE ELSE
IN TOWN.
HE'S SO JEALOUS HE'S TURNING GREEN. MY FAVORITE COLOR!
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